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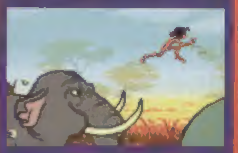

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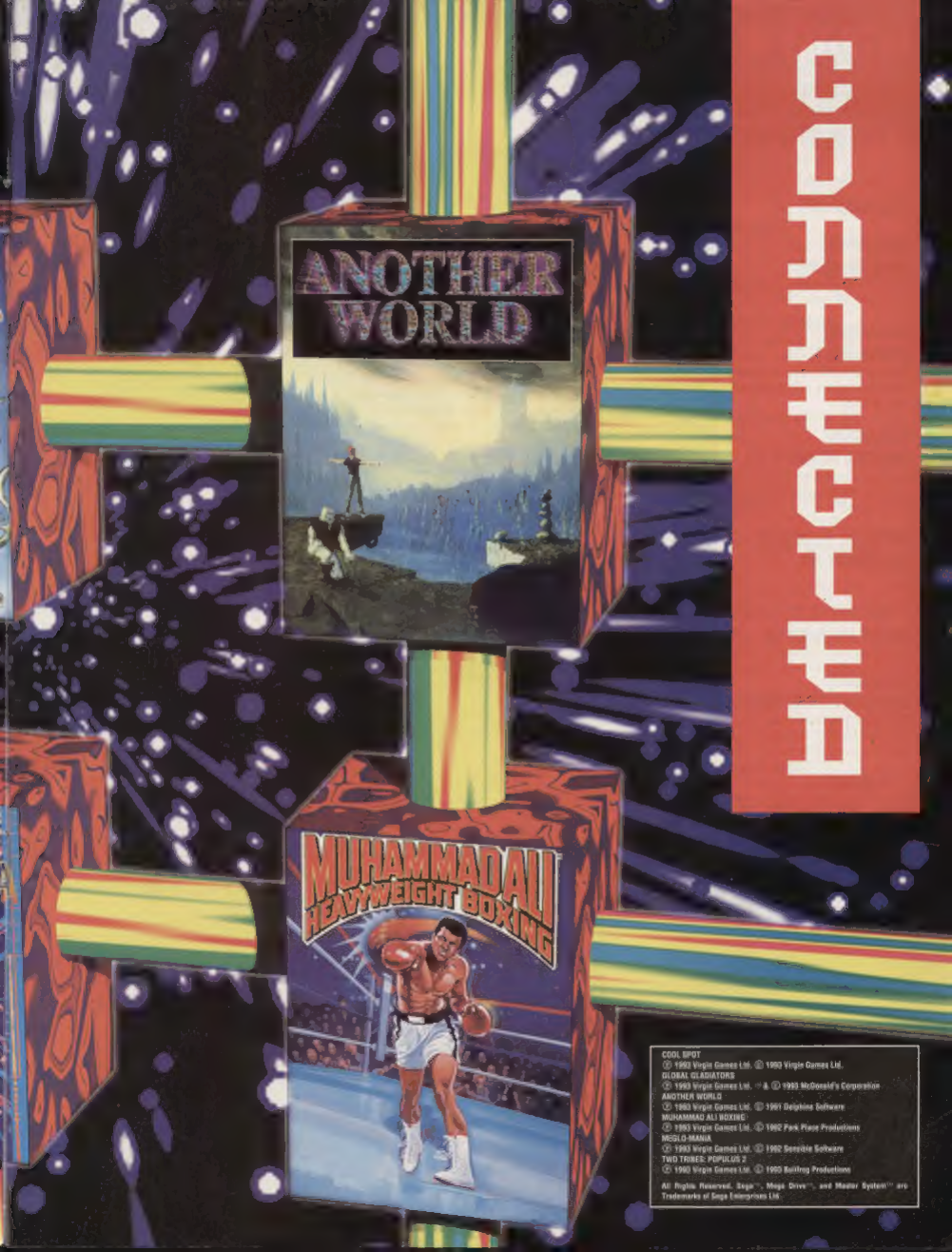

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▶ *Dizzy in action, defying pirates and all sorts of court actions.*

18 COVER STORY

Learn about one of the hottest shoot 'em ups coming out for the Megadrive in our fascinating work in progress feature.

▲ *With Bonnie Langford as special moves choreographer, how could Mortal Kombat fail?*

▶ *One of the gruesome bosses splashed across our Shinobi review. Not for those of a nervous disposition.*

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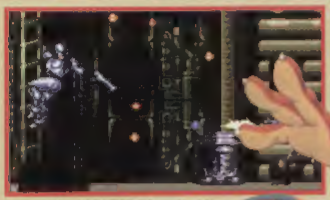

▲ Tons of action in the cyborg stand-off. Troak 9 gets caught in the cross-fire.

▲ Frolics in the waves once more with Ecco, Cathy Dennis' favourite Pal..

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The man who knows all about cheats and suchlike, Paul Davies, presents you with a fine selection of dried tips.

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Learn about the best console shops in your vicinity.

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Relief for the bargain minded, in 'Car Boot System'

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A fine figure of a filler that may contain details about next month's issue. Don't get your hopes up though. Snigger.

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We're talkin' bout a Revolution. Mean Machines travels to the far reaches of new games technology, VR.

EA SOCCER 22
A fine work-in-progress feature concerning one of the best soccer games for the Megadrive... perhaps!

THE JUNGLE BOOK 24
More work-in-progress malarkey as we examine one of Virgin Games forthcoming stunnas, The Jungle Book!

▲ Spooky! VR is taking over our lives!

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WHODUNNIT

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SPECIAL THANKS TO: This month, we'd like to say an enormous "Thanks!" to the lads down at the Video Game Centre in Bournemouth. Month after month they've managed to get hold of all the latest stuff from Japan and the States, sometimes much earlier than their importing competitors! If you're serious about import games on either Megadrive or Mega-CD, we recommend giving them a call on (0202) 527314.

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THE COVER

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COMPETITION RULES

EMAP IMAGES staff and their families and friends are not eligible for any competitions that Mean Machines Sega runs. All they have to do is ask me to put something aside and save themselves a postage stamp. Oh, and don't even think about it Dwayne.

EXCLUSIVE CENTRAL

Since issue one of the original MEAN MACHINES three years ago (when I was but a mere 18-year-old lad staff writing for CVG), we've always tried to bring the very best, totally exclusively!

Three years on, with all manner of sad "competitors" now muscling into the marketplace, we like to think we're still carrying on this proud tradition. This month for example, we're proud to bring you the exclusive lowdown on games such as Populous II, Ecco CD and Jurassic Park (to name but three). Also, we've in-depth exclusive features on Robocop Versus The Terminator, EA Soccer and The Jungle Book!

However, following on from the exclusive Sega VR playtest we secured at last month's Chicago CES (we were the ONLY UK magazine allowed to playtest the hardware by Sega of America, much to the annoyance of certain other publications), we've got hold of the story every magazine even vaguely Sega-related has been trying to track down: the full low-down on the Megadrive's 32-bit successor: Project Saturn.

Turn NOW to page eight for the incredible story. It's another MEAN MACHINES exclusive — you won't read it anywhere else.

RICH LEADBETTER

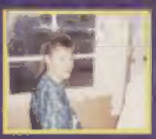
SPECIAL GUEST REVIEWER: ROBBIE FROM 'TAKE THAT'

Er, well, not really. This month we welcome back ex-MEAN MACHINES staff writer Rob Bright, recently returned from university (and thus in dire need of cash). He's going to helping out with the staff writing chores (general toadying and going to the shop whenever we desire). Huzzah!

EDITORIAL FAX

Top 4 Bores people with 'colour' names:
1. SARAH GREEN. Talentless ex-Blue Peter presenter who thinks falling out of helicopters is clever. Fool.
2. BETTY BLUE. Talentless character from a crappy French film, where everybody foolishly thinks taking their clothes off, and talking foreign-like, is clever.
3. JASON ORANGE. Talentless moron from Take That, foolish enough to think gootee beards are clever.
4. VIOLET BERLIN. Er... presenter of ITV's Bad Influence, foolish enough to think peroxide blonde rugs are clever.

This month the gang were asked the probing question, "If you had a bullet and a lollipop who would you give them to?".

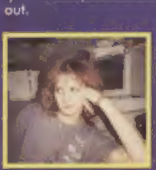


JULIAN 'AL' RIGNALL

Jaz smiles. 'Me? I wouldn't point a gun at anyone...I'd just get Lefty to do it for me". Yes, as Jaz is indeed 'Mr Big' in these parts, he only has to snap his fingers to seal a fate. His bodyguard is Dave Kelsall, who masquerades as a 'Designer', but is so talentless that no one on the floor is fooled. His moll Glenys gets the lollipop.
CURRENT FAVE GAMES:Streetfighter II, Gunstar Heroes

RICHARD 'CHARIOT' LEADBETTER

Rich totes his gun menacingly at the person who thought up the Bacardi advert, where a parrot is 'Auntie Beryl's budgie', and the exotic bar is 'The Dog and Duck, down the High St. "Basically, it's cack". His lollipop hero is the creator of Davros, withered Dalek leader in the motorised chair. "That has improved the quality of life for pensioners everywhere," Rich points out.



CURRENT FAVE GAMES:SFII Champion Edition

LUCY 'NIKITA' HICKMAN

Lucy comes over all funny when asked, 'cause she fancies herself as Bridget Fonda in The Assassin. "I'd get John Major," she snarls, "but my aim would have to be brilliant to hit his tiny brain. And I'd have the lollipop myself," she adds in an ominous tone. "Be warned, though. I don't suck — I bite!" Erk!
CURRENT FAVE GAMES:Master Blaster, Gunstar Heroes

OZ 'HOODLUM' BROWNE

For the bullet, Oz selects the cheeky ginger-haired chap in the Sun 'newspaper' ad, for his chirpy banter/mindless drivel. "Give me an Uzi and I'll take out the rest of the carrot-tops!" shrieks our designer who's been reading too many 'Gangsta' mags of late. His

ORIAL

other wish is to present a lollipop to Janet Jackson. "She's a lovely lady and a shining beacon in the murk that is contemporary dance music — Brother's a knobhead though..."
CURRENT FAVE GAMES:SOR II (GG) Rocket Knight

ANDY 'MILITANT' MCVITTIE

Andy was on a bit of a Good Life 'tip' when asked the question. "I'd have to start the Class War by shooting that Penelope Keith," intones our cloth-capped Prod Ed. The reason being "She's far to snabby". Andy's lollipop goes to the lovely Felicity Kendal, "She's the perfect English rose and an angel for putting up with that daft husband of hers," he adds, rapidly losing his grip on reality.
CURRENT FAVE GAMES:Rocket Knight, Gunstar Heroes

ANGUS 'CURLIES' SWAN

"My bullet would head straight for Clement Freud, the guy who endorses the British Rail Buffet," moans Gus. "I'm sure I could claim self-defence after the amount of near misses I've had with their burgers". The callous Caledonian offers his lollipop to TV airhead Anne Diamond, "In the hopes she'd choke on it".
CURRENT FAVE GAMES:Powerstrike II, Gunstar Heroes, Risk

PAUL 'WOBBLE' DAVIES

Paul's single bullet is for Hugh Jelly (Julian Clary's outsize assistant). Mistaken identity is the problem. "I'm fed up with getting asked for my autograph in the street". His lollipop is reserved for his dad, because it's his birthday, and Paul forgot to get him a decent present.
CURRENT FAVE GAMES: Rocket knight, Gunstar Heroes, Powerstrike II

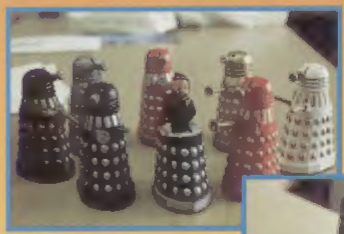
RADION 'DISCIPLE' AUTOMATIC

Rad would give his lollipop to Perry Hailey. Who, apparently, is part of a circus made of freaks, dwarfs and sick acts. "Maybe he'd give me my big break," Rad opines hopefully. "Grrrl AndTipper Gore for the bullet. She's the nutcase who thinks rock music lyrics lead people to Satanism. What rubbish...Never mind, the Master has plans for her," he whispers.
CURRENT FAVE GAMES:Gunstar Heroes, Rocket Knight

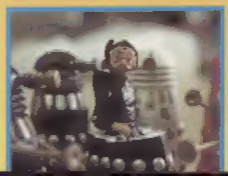
DAVROS: CELEBRITY GAMER

This month the celebrity gaming spotlight falls on evil genius and mastermind of the Daleks, Davros. Already a cult star in the MEAN MACHINES office, Davros is something of a loss at video gaming, mainly down to his single arm, limp wrist and dodgy fingers (which were subsequently blown off in Revelation of the Daleks). Hand-to-eye co-ordination is also something of a downer... still, here's a list of ten games that even old Davvy could have a crack at — using just the one finger!

1. Olympic Gold
2. Arnold Palmer's Golf
3. Sword of Vemillion
4. Evander Holyfield Boxing
5. Road Avenger
6. Time Gal
7. Phantasy Star II & III
8. Shining in the Darkness
9. Where in Time is Carmen Sandiego?
10. Shining Force



▼ *Quake in mild horror as our own Ed, Richard Leadbetter, leads a troop of highly realistic Daleks in a round of the Conga. Join us next month, when he teaches them the Hokey-cokey.*



NEWS

SEGA'S 32
OUT OF TH

Always first with the big exclusives: MEAN MACHINES! Last month we exclusively revealed Sega VR, MEAN MACHINES being the only UK magazine invited to playtest the new hardware, leaving all of our purported "competitors" in a big sulk. This month we go one better, with the full story on Sega's new 32-bit machine: the Saturn. MEAN MACHINES' editor, Richard Leadbetter brings you the full story...

SEGA 32-BIT HISTORY

Sega are pioneers of 32-bit technology. In a recent interview with computer trade paper CTW, Tom Kalinske (president and chief executive officer of Sega of America) announced that they could release a 32-bit console at any time they wished. Apparently, Sega have cut their teeth with 32-bit arcade machines like Virtua Racing and are almost ready to bring that technology home — in the form of the Sega Saturn.

THE BASICS

Saturn is a CD-based machine, with all software for the machine being released on disc. At the heart of the beast is a custom-built 32-bit processor. It's based roughly on the existing V60 NEC 32-bit chip. However, Sega have spent considerable time upgrading the (admittedly rather old) chip, increasing its performance considerably. The current prototype processor runs at 27 MHz — that's compared to the Megadrive's 7.61 MHz processor and the Super NES's 3.58 MHz. Comparing speeds isn't the best benchmark though — even if the V60 was forced to run at a paltry 3.58 MHz, it would still process similar tasks a lot quicker. This is because the Saturn chip is 32-bit

▲ *A concept drawing of the new 32-bit Sega Saturn. The artist has conjectured that the finished console will be shaped roughly like its celestial namesake.*

meaning that is inherently faster and it's a RISC (Reduced Instruction Set Chip) — this basically means that program code is simpler and thus quicker to execute.

THE AMAZING BITS

Now brace yourself for the best bits! Our insider source at Sega of Japan says that comparing the graphics of Saturn to the new 3DO multimedia machine is like comparing 2D to 3D! Backing up his claims are the stunning graphics chips allegedly inside the Saturn. This chip renders 24-bit graphics by using the sort of technology we use with our Macintoshes for our digitised scans (the Robocop cover this month is a scan) — and Saturn can produce pictures of the same quality! The 24-bit pixels enable Saturn programmers to muck around with 16.7 million colours! And yes, you read that correctly.

BIT SATURN

IS WORLD

SO HOW MUCH WILL IT BE AND WHEN'S IT OUT?

Apparently, Saturn will cost around $400 in the States, with Tom Kalinske going on record saying that he doesn't want to release a machine for anything above $500. We reckon that a UK price point of around £350 to £500 will probably be the order of the day. The release date of the machine is slightly trickier. Our sources had previously hinted at a Japanese premiere of the finished article in the spring of 1994. However, the project has slipped and a December 1994 release in Japan now looks more likely.

WHAT IT DOESN'T DO

The architecture of Saturn is so radically different from anything ever seen at home that the system is not backwardly compatible with other Sega systems. The Megadrive and Game Gear, for example, have complete Master System circuitry built-in (the Power Base is literally a cart converter, no more sophisticated than some importers' cart converters designed to run import games). Some rumours persist that say that the new machine is compatible with Mega-CD. However, our new information says that it's just not possible — the machines are just too different. In fact, since the system is CD-based, it looks as though there isn't even going to be a cartridge slot!

THE SPECS

Drool over these specs of the current Saturn prototype machine, subject, as they say, to change:

MICROPROCESSOR: Custom 32-bit processor based on the NEC V60, with speed modifications by Sega and Hitachi to make it run at 27 MHz.

GRAPHICS: Custom 24-bit processors with Alpha Channel effects.

COLOURS: A massive palette of 16.7 million colours!

POLYGON GENERATOR: Capable of displaying and animating 16,000 polygons on-screen!

THANKS...

We couldn't just sit here and take all the glory for this amazing news exclusive! Credit must go to Francois Hermelin, Tokyo representative of our French sister magazine Consoles Plus, for getting hold of the info. We'll have more exclusive information in the months to come, so stay tuned to MEAN MACHINES!

MORE AMAZING GRAPHICS!

The Saturn's utterly awesome graphics chip is capable of all manner of graphical effects. This is due to something known as "The Alpha Channel". Details are a bit vague, but it appears to be some kind of hardware graphics filter that enables the Saturn to produce the likes of "transparent" colours (as seen in Super NES games), modified colour palettes and textured shading (as seen in Virtua Racing). Sounds amazing!

AMAZING POLYGONS TOO

Using technology developed during the production of Virtua Racing, Sega have incorporated a highly advanced polygon generator chip into the Saturn. Put simply, this chip allegedly passes water over the Nintendo "Super FX from a very great height. The Saturn's chip can display *and animate* over 16,000 polygons on-screen *at once*! Nothing like this has ever come close before — at least not at home.

▲ *Coin-op Virtua Racing, apparently based on Saturn technology.*

SUPER SPEEDY SONIC

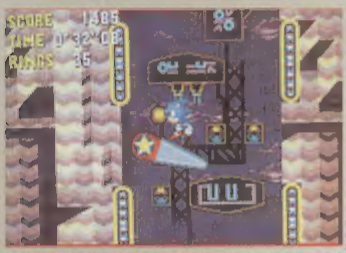
NEW GAME
BY SEGA
MEGA CD

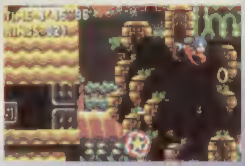
Feast your eyes on these ultra exclusive pics of that most famous hedgehog of all time in his eagerly awaited CD saga, coming to you later this year courtesy of Sega.

From what we've been able to wheedle out of our various sources so far, it appears the gameplay of Sonic's CD debut is going to be much the same as the other two Megadrive games. Naturally there's going to be a few added extras like better animation, Sonic actually speaking and stacks of cinematic interludes as well as a fab new mystery move on the part of the spikey blue fella himself. CD music is the order of the day as Sonic battles Robotnik accompanied by ll manner of rave tunes!

These snazzy bits are all very well of course, but we're just going to have to pray that there are enough differences in other areas such as the speed and level designs to make the added purchase worth while.

Rumour has it that he does go faster in this new quest (indeed he can't be much of a slouch if he's fast enough to travel through time) but we'll bring you all the ins and outs as soon as we can get out little maulers on a copy. Check it out!





CREME DE LA KONAMI

NEW GAME
BY KONAMI
MEGA-CD

Konami are jumping into the Mega-CD market, kicking off with a coin-op conversion of Lethal Enforcers. On the coin-op, the game included a light gun with which — surprise, surprise — you had to shoot baddies who pop up all over the place. It includes digitised sprites which — as you can see from these screenshots, Konami have managed to emulate pretty well onto the Mega-CD. We'll bring you the full run down as soon as we get it.

WHO GIVES A PUCK?

NEW GAME
BY EA
MEGADRIVE

Brace yourself for a hot new sports sim sequel from Electronic Arts for the Megadrive — NHL Hockey '94.

The game retains the goodly features of its predecessor, NHLPA Hockey '93, but includes a ruck of added extras, the most notable being a link up with EA's new 4-WAY-PLAY which allows four players to compete two on two. This sequel is much faster and includes a manual goalie option so the player can be solely to blame if the goals fly in.

The cart also includes 'one-timer' volley shots for the forwards, penalty shots within the game, a penalty shoot-out option, new crowd animations and battery back up. From our first look at the game, it's looking a vast improvement on the prequel — boy is it fast, and the four player option greatly enhances the fun factor. Full review soon!

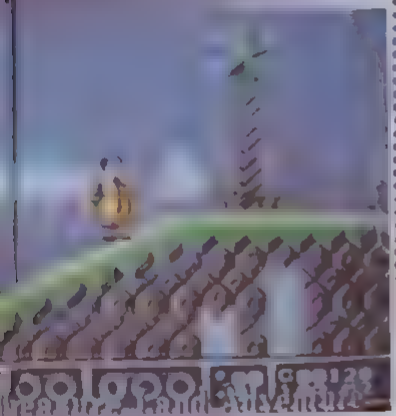
BIG MAC AND SILICON CHIPS

NEW GAME
BY SEGA
MEGADRIVE

Take a look at these exclusive screenshots of McDonalds Treasure Land Adventure, freshly developed from film taken from the official MEAN MACHINES spy camera

As you can see, it's a platform game based around the hamburger-related antics of Ronald McDonald. To its credit, the action does look fast and fluid, even though it is yet another platform game! Arrgghhh!

How does it compare to the other McDonalds-related platform game, Global Gladiators? Find out in forthcoming issues of MEAN MACHINES SEGA where we'll have more intriguing details.



CD CARNAGE

NEW GAME
BY VIRGIN
MEGA-CD

The hot new film for 1993, Demolition Man, is coming out on the Mega-CD courtesy of the combined talents of Virgin Games and Warner Bros — and the superstar himself, Sylvester Stallone is actually going to be filmed separately, especially for the game. Stallone and his co-star in the film, Wesley Snipes will be filmed against a blue screen background and the special footage integrated into the game to provide what Virgin hope will be 'a highly realistic interactive version of the movie'.

In the movie, Snipes plays a terrifying criminal of the future who as punishment, has been frozen for eternity. But he accidentally defrosts (someone didn't have enough 50 pees for the electricity meter) and wreaks havoc on the world. The only way he can be stopped is by defrosting the man who caught him in the first place — enter Sly as a tough cop who won't rest until Snipes is ice cubes again. The result is a high-action movie which we dearly hope will be reflected in the game. We'll fill you in as soon as we know.

MAKE MY DINNER

JOYPADS
BY SUNCOM
ALL FORMATS

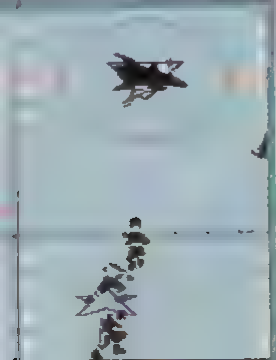
Suncom Technologies are set to release a programmable joypad for the Megadrive. Called the Cyberpad, this modified controller allows players to store combinations of moves into its memory. Once programmed the moves remain in the Cyberpad's 256 bit memory module even when the Megadrive is switched off, courtesy of a battery back up facility. The unit is accompanied by an in depth instruction booklet that not only explains how to use the pad but also includes some cool examples of its uses. In addition to the dexterous advantages provided by the Cyberpad — making the likes of Streets of Rage II and Shinobi III a doddle — it also has two rapid fire buttons that beat the pants off the opposition in titles such as WWF Wrestlemania. Suncom hope to have this exciting product out in the Autumn with a suggested retail price of £29.99. In the meantime, those who cannot wait to get their hands on this item might wish to contact Suncom who have a limited amount in stock. Their telephone number is 0285 642211.

DUNE REVISITED

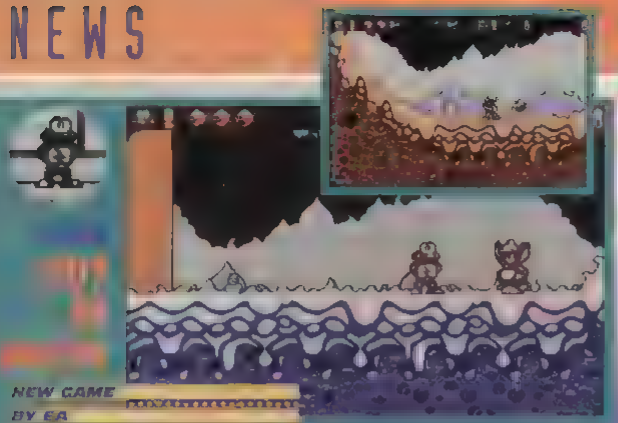
NEW GAME
BY VIRGIN GAMES
MEGADRIVE

Virgin Games are currently coding away on Dune II, a brilliant sequel to the original PC game (which is coming out on Mega-CD!)

The idea of the game is to take control of one of the major families on Arrakis and farm the planet for spice — the most precious drug in the universe which Arrakis has in abundance. With the money made on spice you can expand your operations and buy new harvesting equipment or weapons! You need these weapons pretty badly because there are two other families on Arrakis determined to take over the planet for their own ends.



We've had an early sneak preview of the game and it looks absolutely brilliant, combining all the construction fun of Sim City with the strategy of the greatest war games available. Look out for a full work-in-progress reports and previews soon.



NEW GAME
BY EA
MEGADRIVE

The most famous and distinguished of fish James Pond is back for his fourth adventure on the Megadrive in James Pond III Operation Starfish.

The evil Dr Maybe has returned to create havoc in the world. His new plan is to mine yogurts, ice cream and cheese from the moon, monopolise and change the face of [illegible] has discovered his plot and has sent Pond to sort him out.

Armed with a stock of special powers such as a set on boots to march on any surface a fruit suit which doubles as a deadly weapon if he eats on the enemy, rocket and anti gravity boots. Pond also drives a lunar buggy, a diving machine, a giant moon worm and a mini-rocket. The game also introduces Pond's new side kick, Finnius Frog and follows their quest for the world's salvation. More news next month.

LAST ACTION HERO

NEW GAME
BY SONY
MEGADRIVE

Hot on the trail of the action/comedy movie, Sony are releasing Arnie's new smash hit Last Action Hero in a show-no-mercy shoot 'em up extravaganza on the Megadrive, Mega CD, Master System and Game Gear. The story centres around young Danny Madigan who, with the aid of a magic ticket, accidentally flips into the cinema screen and meets up with his hero and the star of his favourite movie — tough cop Jack Slater (Arnie).

At first Danny goes into spasms of ecstasy at meeting all the all time greats of the movie world but things go horribly wrong when his magic ticket falls into the hands of hoodlums who break into the real world to continue their dastardly deeds. It's up to the player as Slater, his daughter Whitney or a particularly well-'ard cartoon cat detective to track down the crooks and foil their evil ends by bashing through six scrolling levels (each a scene from the movie). Tune into a future issue of MEAN MACHINES SEGA to find out more.

ROCKET KNIGHT ADVENTURES

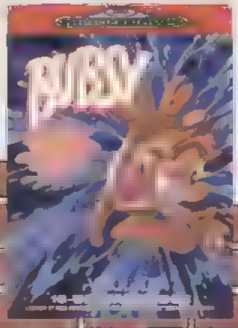
MEGA DRIVE

KONAMI

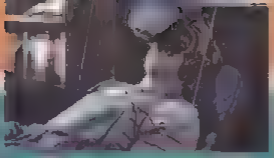
RITZ

NOW RENT

SEGA



IT'S MIND BLOWING!



GRASS ROOT G...

NEW GAME
BY STORM
MEGADRIVE

Storm's springing Lawnmower Man on the Megadrive and Mega-CD on an unsuspecting audience soon to coincide with the release of the sequel to the smash hit movie.

The first movie tells the story of the simpleton Jobe who spent his leisure cutting grass until Dr Angelo uses him as a human guinea pig and turns him into a super-human with the use of drugs and virtual reality. However the powers are too much for Jobe and he turns into a dangerous psychopath – Cyberjobe intent on taking over the world via its computer networks.

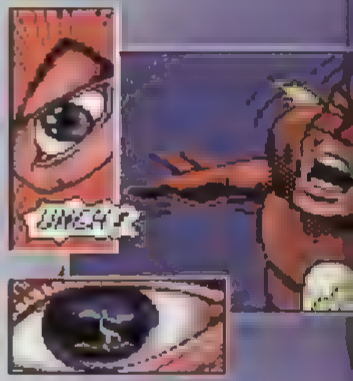
In the Megadrive game play Dr Angelo or Carla in a quest over 5 areas and 20 virtual worlds to destroy CyberJobe before he can escape from the mainframe computer. Battle past police, army and lab technicians and destroy wasps, monkeys, mutant plants and even petrol pumps! Successfully blow up the Cybersphere Chamber of Research and Development and the player is transported into the elements of the second film. Check out future issues for more details.

FLASH WIPES

NEW GAME
BY SEGA
MASTER SYSTEM

The Flash arrived a little too late for review in this issue, but is sure to grab the attention of Master System owners. Flash is the latest DC Comics character to be 'Sega-ed'. Resident comic 'expert' Tom from MegaTech commented: "Ooh, that's Flash isn't it – he's the fastest guy in the universe and can stop bullets with his teeth – can I have a go?" And in Probe's comic conversion he is indeed a sprightly little thing, bounding across platform levels and overtaking lorries on the M1, like there's no tomorrow.

The game features his struggle against arch-enemy The Trickster and his bear bottle chucking acolytes, using his speed powers and thunder flashes. This looks like one of the most interesting Master System products in months, so catch the full review next month.



TEENAGE WEREWOLF IN TROUBLE

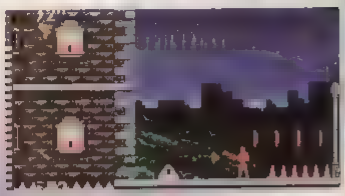
NEW GAME
BY VIRGIN
GAME GEAR/MASTER SYSTEM

Not all werewolves sprout ungainly nasal hair and howl mindlessly at the moon y'know especially if you're Saul Morrow, son of a famous if kidnapped genius who's invented a machine capable of transforming humans into lycanthropes (posh nome for a werewolf).

Nope, if you're the heroic, noble and rather nauseous Saul Morrow you forgo your human form to gain the wolfish strength needed to take on the Chimera's evil strength and rescue your dear old dad.

This platform action jaunt, Wolfchild, is launching itself onto the Master System and Game Gear from Virgin this summer – full review as soon as possible.

STHE FLOOR



STRIKE A LIGHT

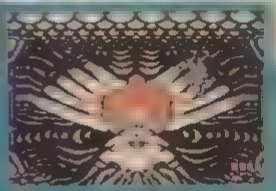
NEW GAME
BY SEGA
MASTER SYSTEM

PowerStrike II is a shoot 'em up on a grand scale, from the team that brought Robo-Aleste onto the Mega-CD. Vertically scrolling action is the order of the day, lubricated with some great tunes and graphic effects.

From our early playings we've seen some things we didn't think the Master System could possibly handle... with PowerStrike II is seems to get the silly notion it's a Megadrive! Next month's review is essential reading for Master System owners.

TROUBLE

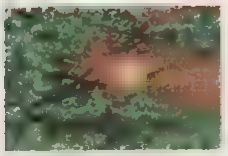
NEW GAME
BY VIRGIN
GAME GEAR



It's fighting action ahoy as the brothers Lee, Jimmy and Billy leap into action yet again in Double Dragon on the Game Gear — courtesy of Virgin Games. These guys have seen more fighting action than a Roman gladiator but they still come back for more to save the return Marian from the evil Mr Big.

As ever they're in fighting form and proceed to make their way over stacks of levels punching and kicking anything that tries to stop them. Full run down when we get it.

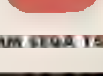
WIN A CD PLAYER WITH JUNGLE STRIKE AND DIXONS!



Rated at 96% by MEAN MACHINES we reckon that Jungle Strike is the single most amazing shoot 'em up available for the Megadrive. And now, when you buy Jungle Strike at branches of Dixons, you get a free gift AND the chance of winning one of five amazingly sexy personal CD players!

It's sooo easy. Just toddle off down to Dixons and purchase Jungle Strike and you're automatically given a free exclusive Jungle Strike dog tag. Each dog tag is inscribed with your own personal recruit number. If your recruit number is listed below send your dog tag to the EA address (also below) and they'll send you your special recruits CD player (and return your dog tag of course!).

The dog tag offer lasts all August at Dixons (while dog tag stocks last) so if you haven't bought Jungle Strike yet... get down to Dixons NOW!



If your dog tag number matches one of the above, send your name, address and dog tag to: Electronic Arts, 90 Heron Drive, Langley, Berks SL3 8XP.

SEGA™

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the great games never di

...and click, Europe is on
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66 Psychobl... ...ext ...s interesting for
ages. The next Indiana Jones action game
we've ever seen 99 (Mega Drive)
BAD INFLUENCE MAGAZINE - 90%

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bigger

they just get

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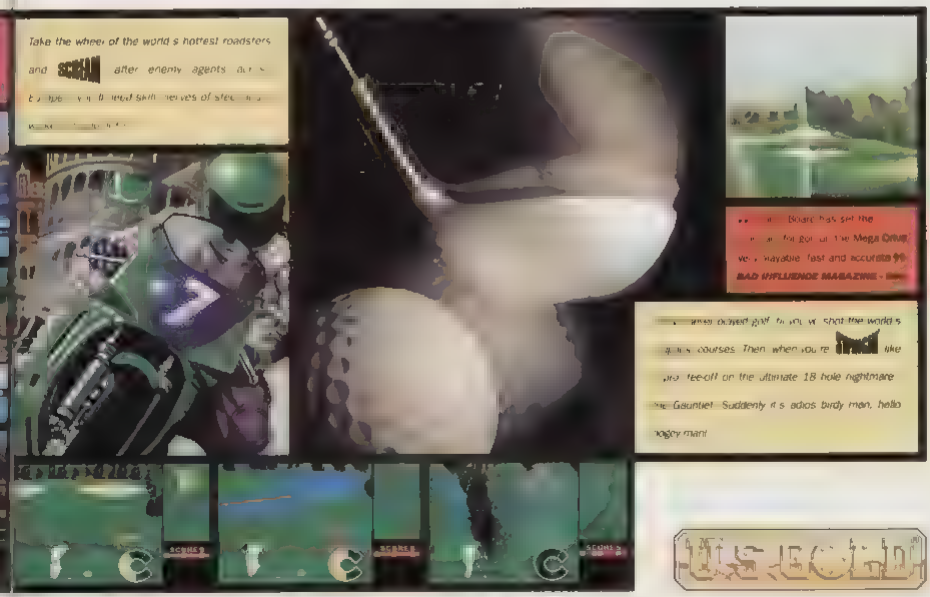


ROBOCOP VERSUS THE TERMINATOR

Richard Leadbetter investigates further.

PROJECT	ROBOCOP VERSUS THE TERMINATOR
PUBLISHER	VIRGIN GAMES
INITIATED	SEPTEMBER 1992
DUE OUT	CHRISTMAS 1993

Virgin Games announced the licence to end all licenses at a swanky press outing to Florida in the closing days of September last year. They had acquired the rights to not one, but TWO of the cinema's most popular (and instantly violent) characters: Robocop and the Terminator!

Shortly thereafter, Virgin enlisted programmer John Botty to take on the programming for the project and he and his team decided on a tried-and-tested formula for this potentially mega game: the platform shoot 'em up, the genre that almost every Robocop licensee to date had used!

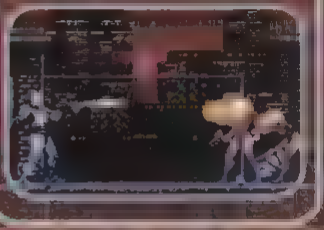
[illegible] system to package [illegible] Botty was given a massive 16 megabits to program the game into. For the record, 16-meg is exactly two megabytes of storage capability, but the equivalent of TWO standard Amigas!

Armed with this vast stock of memory, John started work on what would turn out to be one of the action/destruction-packed shoot 'em ups ever to grace a Megadrive screen...

VIOLENCE BREEDS VIOLENCE

Robocop Versus The Terminator is [illegible] stage at the moment, the version we've [illegible]

promising much to pop in the likes of more blood and rolling heads to capture the nature of the violent movies even more effectively. The finished game will be released with a special warning and maybe events rolling — the equivalent of both PG-13 15 and 18 certificates that movies have.



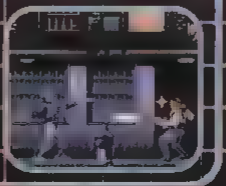
SAMPLED DELIGHTS

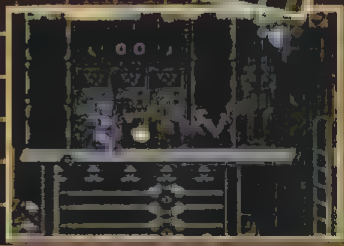
As everyone knows, sampled sound effects really make a difference to a game, providing a far richer atmosphere than [illegible] sound effects. Robocop Versus The Terminator is crammed full of samples, including death screams, ricochets and even Robo's famous catchphrases ("Your [illegible] out of trouble" — you get the idea). The [illegible] make up over 200K of the cartridge — that's about 2 megs of the total 16-meg cart.

◀ Dark Horse Comics successfully grafted the Robocop storyline into Terminator mythology in their comics series.

ACTION IN DETAIL

Adding greatly to the basic [illegible] nature of the game is the excellent [illegible] example in the Streets of [illegible] blasted, fire hydrants destroyed... there's even satisfying [illegible] as Robo blasts away at walls!





BACKDROPS AND TILES

CHECK OUT THE COMICS

Robocop Versus The Terminator started out life as a four-part comics series produced by Dark Horse Comics. Basically the plot involved the 21st Century Skynet resistance sending a lone [illegible] back in time to [illegible].

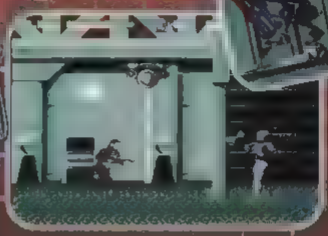
Robocop — whose mind it seems forms the basis of the main Skynet interface. However, Skynet has other ideas and sends a Terminator back in time to stop the rebel operative.

Witnessing the Terminator's ruthless attack, Robocop investigates, and [illegible] time and destroy his own brain!

With an intriguing storyline and [illegible] at least give Robocop Versus The Terminator a glance in the shop — if only to witness the fisticuffs as Robo takes on what turn out to be his own creations: the Terminators!

CAPTURING THE ATMOSPHERE

ing level takes place on the Streets of Detroit (an
seen in Robocop) and other locations
include the OCP building and
the factory hideaway of Cain
in Robocop II (the mecha-
ised Cain even makes a
guest appearance!).
Terminator-related levels
include the rebel under-
ground and the Skynet

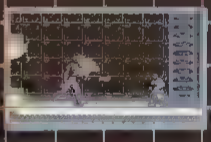


Various baddies from both the Robocop and Terminator universes appear in the game, including Cain, Robocop himself and Robocop II.

OCP security soldiers get a real shock as you blow them through the main OCP building.

U IT DEAD? TERMINATE!

Funnily enough, there are loads of Terminator games already out for the Megadrive and Mega-CD (well, two with two more coming) and none are based around Robocop! Anyway, I'll look from Arcade to Mega-CD and have a look at what's been offered before? Examine this helpful resume.



THE TERMINATOR

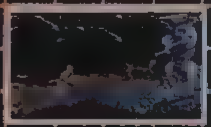
A fine effort in terms of graphics and sound. However, the attempt at the game is enough to finish it, completely destroying its value-for-money

OVERALL 59%

TERMINATOR II: THE ARCADE GAME

A classy shoot 'em up released by Acclaim. Decent Operation Wolf-style first person perspective gameplay with compatibility with the Menacer light gun. Again though, once you've got the hang of it and negotiated the evil third stage you'll zoom all

OVERALL 72%



THE TERMINATOR CD

The Mega-CD version of Virgin's original game has been completely re-designed with new premises for more levels and a higher difficulty setting. Look out for this one: we've already carried a preview and a review copy in the last couple of months.

ALSO IN THE PIPELINE...

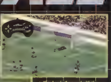
Two more games Robocop/Terminator-related are coming out for the Megadrive soon. First up is a conversion of Terminator II: The Movie, a multi-level game that didn't really look too hot at the CES. The other one you will be pleased to know is from Acclaim. It looks like being a game similar in concept to this — without the added benefits the Terminator supplies.

FOOTBALL

The whole world's gone football crazy so Lucy Hickman decided to get in on the action and trundled down to the Electronic Arts offices to witness their new soccer experience...

PROJECT	[illegible]
PUBLISHER	[illegible]
INITIATED	[illegible]
RELEASE	[illegible]

▲ The players go about their business, hopelessly unaware that Krakoan - God of the Joypads - looms above...waiting.



▲ The chap in the crowd with the ample beard looks uncannily like Brian Blessed...my God! It is Brian Blessed!

Nothing incites emotional fervour in the British public like football. Ordinary men are elevated to God-like status just for being able to bash a ball into the back of a net. Indeed, if Jesus decided to make a second coming, instead of hanging around in some God-forsaken desert wearing girly sandals, he should probably come back as a footballer where adoration would be a foregone conclusion (having said that, it didn't do a lot for David [illegible] but [illegible] women)!

Love it or hate it, you just can't ignore it, particularly around the [illegible] excitement reaches fever pitch, and England managers tend to become more unpopular than Hitler.

Sega software developers have finally jumped onto the soccer bandwagon and this year we're going to see an absolute flood of Megadrive titles hitting the streets.

[illegible] already had US Gold's [illegible] Off, Sega's Tecmo Cup Soccer and Ultimate Soccer (reviewed this issue). Coming soon is Accolade's Pelé Soccer and US Gold's new offering as yet unnamed which will hold the offi[illegible] [illegible] Cup licence.

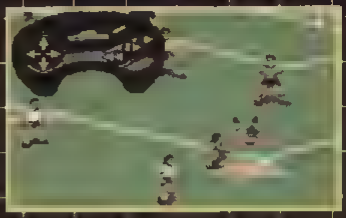
STATE OF THE ART

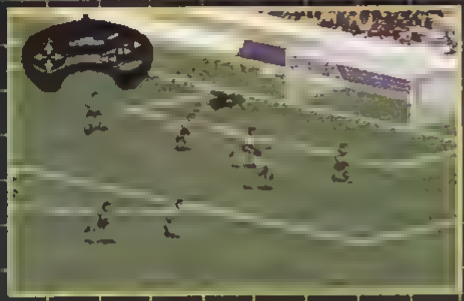
Some of these will be good, [illegible] mediocre but Electronic Arts want none of these labels. They want to be the best and with EA Soccer they reckon they're heading in the right direction. But what makes this game so special?

Matt Webster, the game's assistant producer reckons EA Soccer, which is still only 50 per cent complete, is going right to the top of the heap: "It already looks better, sounds better and it's going to play better — they will play like real players do," he boasts. Well that's easy enough to say but what's this game got that other games ain't?

First off there's the immediate advantage of being a simultaneous [illegible] Electronic Arts' very own [illegible] — the Four Way Play. Matt Comments: "It adds a whole new dimension to game playing. With

FEVER





◀ Chuck chuck gibber! Death to the monkey wrench!!

SPREAD IT AROUND

opposition's goal line and you set the maximum point that each can

four players, games immediately become more strategic, frantic and challenging. People are always calling the games market anti-social — we're turning it into a real social event.' That's all very well', I hear you scream, 'but what about the game?'

A GAME OF TWO HALVES

Well, to kick off, four programmers, five graphic artists and three musicians have put their heads together to come up with what is the first 16-Meg soccer game on the Megadrive. It has amazingly detailed player sprites who each have more than 2000 frames of animation. Instead of the usual two-dimensional overhead viewpoint of footy games, EA Soccer has opted for a 3D isometric viewpoint which, Matt claims, makes you view the players in a more realistic sense. "It makes them look like real players rather than blobs. But doing it like this involves a lot of work — so much artwork — because you have to from five different angles for the eight different directions."

The player can choose from 24 national teams, each with different playing styles. They can manage team formations and strategies before and during the game, select the starting line-up and substitute players, choose free kick and corner set plays, there's an on-screen crowd with digitised cheers, boos and chants (a really neat trick with this is the way the screaming escalates as the players get close to the goal) and the obligatory animated referee. But that still doesn't explain why they think

MOVE THAT BODY

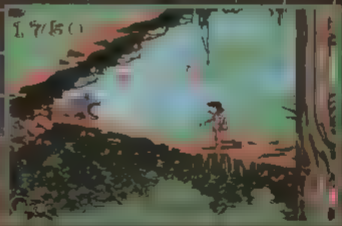
it's going to hammer the opposition into the ground.

Matt says: "You've got games like Kick Off which don't look realistic but do have fairly smooth gameplay. It's always been said that in order to get good gameplay it has to be from a two-dimensional perspective. We've got the fluid gameplay together with realistic graphics. People want the graphics of Super Soccer and the gameplay of Sensible Soccer. We're going to give them that and then some."

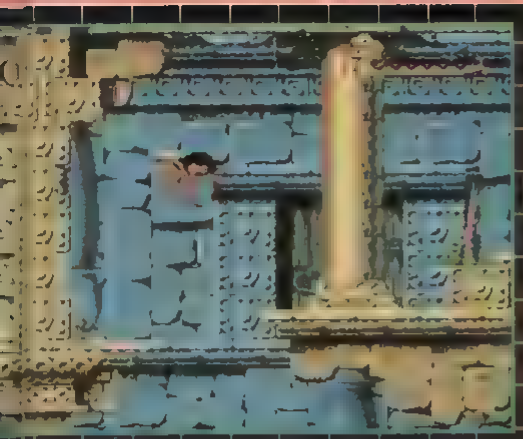
THE JUNGLE BOOK

Based on one of the most popular Disney movies of all-time, Virgin Games' Megadrive version of The Jungle Book looks absolutely stunning. Richard Leadbetter takes a closer look at this very promising project.

PROJECT	THE JUNGLE BOOK
PUBLISHER	VIRGIN GAMES
DEVELOPER	JANUARY 1993
RELEASE	CHRISTMAS 1993



The main form of offensive weaponry in The Jungle Book is an unlimited source of bananas that Mowgli keeps in his underpants. Chilling, isn't it?



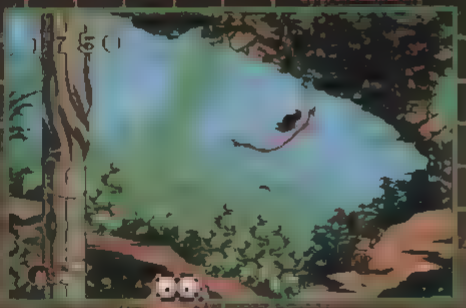
WHAT'S THE IDEA THEN?

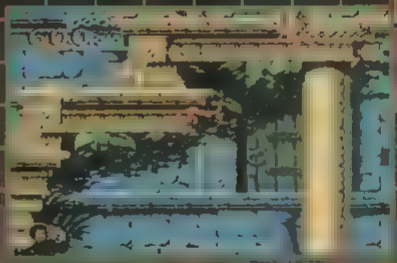
The actual basis of the game is still under discussion at Virgin Games. However, the game itself is based on the same graphical engine that was the basis for Global Gladiators and Cool Spot. The Jungle Book has the same kind of super-slick scroll routines as its predecessors, and his Mowgli the man cub running around the screen, shooting (bananas this time) and jumping in much the same style as the previous games.

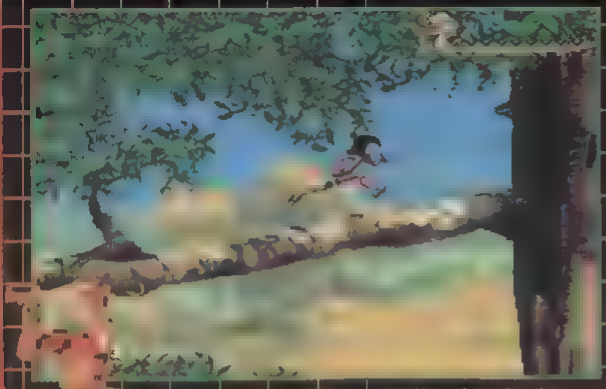
THE BEAR NECESSITIES

Virgin Games have employed their own skilled sound department to provide the soundtrack for The Jungle Book. A vast range of awesome samples create an excellent atmosphere — even the monkeys have several sampled whoops! The music, though, is the main attraction. Virgin have used some of the strangest synthesized instruments ever to re-create top Jungle Book numbers like Bear Necess tes!

Virgin Games have put their top coding team on the job. Steve Perry is on the job for The Jungle Book. Check out the cartography on the next page for details of his previous efforts.







THE TERMINATOR

Terminal Megadrive outing for Mr Perry and one of their biggest sellers. Outstanding graphics and sound abound, but the game's way too easy. Even novice gamers were finishing it in around 20 minutes.

GLOBAL GLADIATORS

Perry created the slick graphics engine that is his trademark with Global Gladiators, an enjoyable platform game, very smooth and very fast. But there's not really much to do and once again it's a bit easy.

COOL SPOT

7 Up's cool character hits the Megadrive in real style. More graphics and more variety than Global Gladiators, but does suffer ever so slightly from a lack of different things to do. Still, its mega playability more than makes up for it.

As you can see, the graphics on The Jungle Book are impressive, however, The game is text and animation heavy at this very early stage. Look out for this one...

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MEAN YOB

Andy's sitting next to me playing a game while I'm writing this. It's very slick and polished and the company who produced it thinks it's absolutely brilliant. However, it's crap. It's yet another rehased old genre of the sort that we've seen a million times before. There are few original features and its music is really cheesing me off. I'm not going to tell you what it is - you'll just have to guess. I'll just get on answering your letters, which is infinitely more fun. If you've got anything to say, why not write in. The address is: KNEE FAN LOCKS BALL STEWARD BAR MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

AGGGH NO! ANOTHER LAUNCH

Dear YOB
As I am about to publish a Megadrive magazine at school could you answer my question
How do you produce screenshots? Your reply will be extreme y apprec ated if you print this letter in your next mag
Geoff Wood Solihull West Midlands
YOB:Coming from the barren wastelands of the Midlands, you probably won't be able to afford the expensive Macintosh technology we use to grab screens and will therefore have to rely on cameras like we did back in the olden days. You need a dark room - not much of a problem I should imagine because Birmingham has yet to be connected to the National grid - and a camera capable of taking pictures at 1/16th of a second or slower (any faster and you get roll bars because of the way monitors flicker). You also need a tripod to keep the camera steady otherwise your pictures will be blurred. Nope that helps. And send me a copy of the magazine when it's finished.

... Hmm, it's Time girl, apparently. Madness seems to endure forever.

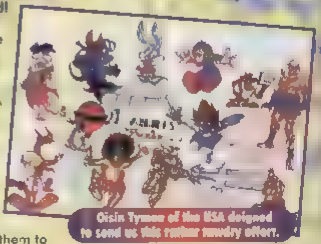
Yes indeed, chirpy Chunny. SF2 is coming soon - in turbo form too!!!

TICKLE ON THE TUM

Dear YOB
I am fed up with older people going against v deo games. My mum is always saying, "You l have no brain one of these days, playing these games all the time" She actually thinks I ll go brain dead. No chance! Do you know why adults think games are a bad influence? In one of the papers they said that games can make you violent. Who cares? Js games players are in a world of our own Do you agree?
Martin Crozier Pegswood, Northumberland
:YOB:No.

WRIST SPANNER

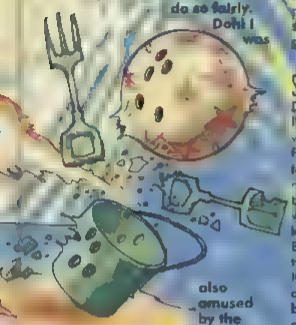
Dear YOB
You know, YOB, me old Buddha, it's not easy being a major celebr ty as I am. People approach me in the street and ask "Arnold Arnold! How do we go about finding the secrets of the Universe?" And I reply, "You mindless gibbons, do you not know of MEAN MACHINES SEGA — the most vital of all organs? Put pen to paper and consult the oracle that is YOB, for he has a large gun, or ask Jazzo, for his answering trousers are equally sizeable" I then pull out my Uzi and tell them to be gone. Anyway do you know what Sega Power have gone and done? They only rev ewed the American version of Streetfighter II, hoping to pass it off as the offi c al UK review. Ha! They could not hope to fool me or the mighty YOB either. What's the use of rev ew ng a game in the USA that s this moment undergoing changes for the UK release. Whatever happens I know I am assured a proper review of the finished game in MEAN MACHINES. How about a poster of M. Bison in a future issue. He's one of the best characters and usually underrated by crap play ers. I might be back, haste a vista



Oisin Tymon of the USA designed to send us this rather rowdy effort.

Arnie Schwarzenegger, Spelt Wrongly

YOB:The dumb thing is that Sega aren't ever going to ever release that version of the game — it will be Streetfighter II Special Championship Edition — incorporating Street Fighter II Turbo. Even more dumb is that Sega Power have been spouting on for months about their policy of never reviewing products at a company's' headquarters because they think it is impossible to do so fairly. Doh! I was also amused by the snide comments made in Sega Power's sister magazine, Mega about reviewing games early..

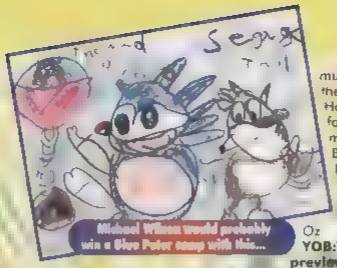


A REVOLTING GIT WRITES

Dear YOB

Hi! My name is Blob-face, the King of Blobby Land. I have the following computers: Megadrive and Mega CD. There's a fat lord cake at my school called Adrian Faggot (short for fat git) and he thinks that the S. per CD will be better. "Bodge it's got more colours". Then I said "Yeah maybe so but the Mega-CD is a lot faster". Faggot-face still seems to think that colours are more important than speed. Then I invited faggot-face over and showed him the Mega CD. Then he broke the disc tray. (faggot-face that he is). He said it was an accident. Hmmm my chin is burning up. Tell the fat git to get lost and get a life! We sued the git 'cause the Mega CD is a beautiful piece of hardware and it's useless without the disc tray. I hate him now. Please tell him to get a life, 'cause he's broke my best possession. Yours pleadingly, me.

Oliver Mould, Guildford, Surrey



Mutant Weasel would probably win a Give Peter stamp with this....

YOB What an utterly revolting specimen you are Mould by name, mouldy by nature. You should take up chainsaw juggling.. blindfold.

SOME AUSSIE BLOKE

Dear YOB

I'm an Australian, so please bear with me. Back in issue number five there was a bloke begging for forgiveness in a most parasitical manner and I just have to say it's because before MM Sega there was MM Totally Crap. And you know why that is, don't you? Because you base the mag on two things: reviews and adverts. It's embarrassing to claim that has any of the issues from before the big split. Have you ever heard of a mag titled 'Electronic Gaming Monthly' It's loaded with a plethora of amazing previews, but looking at the reviews makes one have an extreme urge to either read your mag or vomit. So the purpose of this letter is to ask you, YOB (your parents weren't fussing about choosing names) to tell the rest of the crew to get their act together and bring us more previews and say try and have a balance of pages for review and preview. OK? Also, the mag is much better due to the absence of Gary Harrod's sad-looking face. Is he now moon-lighting as Mr Bean, Jeremy Beadle or a corgi or something? *Paul Hogan, Kangaroo's arse Oz*

YOB:We do as many previews as we can. EGM is an American magazine and it's far easier for them to get and see early versions of games. However, when it comes to previews of British games, we're always first. It's just a matter of geography..

WITHERING VIEWS

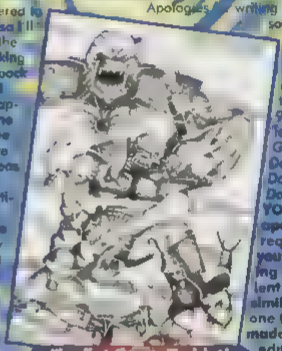
Dear YOB

I can't be bothered to creep or insult so I'll get straight to the point. After flicking through some back issues of MEAN MACHINES I happened across the editorial of issue 13 where have all the good ideas gone? Where indeed? The article in question was tackling the arcade industry specifically but now it seems that the console industry has basically gone the same way. In these harsh times, £40+ for a video game is not easy to come by so when a publication does splash out something different from the rest of his/her collection would go down a treat. Flashy graphics and CD quality sound do not an original game content make.

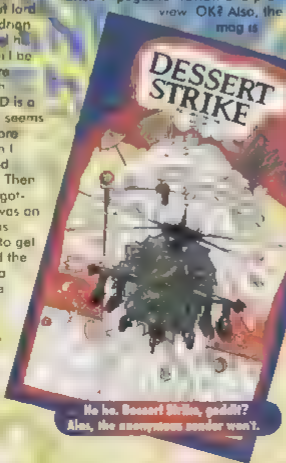
Unfortunately most companies are adopting 'tasty visuals' bugger the gameplay policies. For example, take a look at Electronic Arts' track record. One of the most innovative and exciting game developers of the past few years. Recently though, we've been getting the return of the sequel syndrome — Madden 93, NHLPA, PGA Tour 2, Road Rash II. All are excellent games but merely rehashes of previous games. Another example is Capcom (my fave company) — SFII, SF2 92, Champ Edition, Hyper Fighting etc. Come on! The level of playing safe has reached an all-time high! As your magazine has stated before, the most tired genre is the shoot 'em up. I look around and see Desert Strike, Jungle Strike, Thunderforce IV? It's just Thunderforce III with pretty colours. Hellfire, Cyanosis, Zero Wing (cue yawn). They may be good games, but original they is non-existent. And now we have the option to spend £50 for some tired games with funky beats. The most original game I've played for years is Toe Jam and Earl. Surely with all the money there's poughed into the industry someone can come up with something new. I don't have any ideas myself but then, I don't get paid for that. Sorry for all my moaning, but this who attitude thing is becoming claustrophobic. Apologies for writing about something I feel strongly about and not the crap that fills 95% of your letters page.

Geoff Denyer, Dorchester, Dorset

YOB:No apologies required - you're making an excellent point, similar to the one that Jaz made in the editorial column only last month. New and exciting games are what makes this industry ticks - very few players are going to buy the same old rehashed games over and over again, and some companies are going to find that out the hard way. Sega have the right idea with their new VR add-on and their continued development of the new 32-Bit Saturn console - hopefully those two tasty bits of technology will inspire games designers and programmers into developing some new, original and highly entertaining new games.



A Mac attack, Christmas Mould, but keep those more colourful comments flowing...



Ho ho. Dessert Strike, geddit? Alas, the sweetness powder won't.

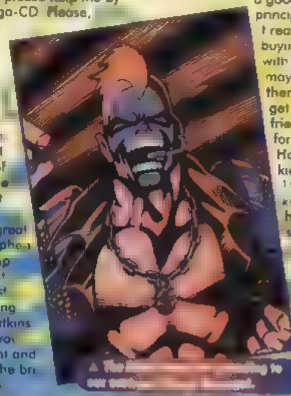
BOOOOOOORING

Dear Claire Rayner

I have a problem. Apart from getting addresses mixed up, I live in one of the most boring villages in the world. This village is Sapcote. All we have is an archery shop, a

MEAN YOB

Post Office, a corner shop, a co-op, a gardening centre (well it's just outside) and a sad primary school. And all I do is play on my Megadrive, so please help me by sending a Mega-CD. Please, was so desparate I almost wrote to MEAN MACHINES. Mind you, we do have three famous people living here, Bill Maynard (he of Heartbeat fame through 'em not sad enough to watch it), the great techno fan Stephen Fiynn whose tip you printed last month and last the living, talking map Adam Watkins. May I just say your mag is excellent and thank you for the brilliant pics of SF2 Adam Watkins get a decent haircut you sad burglar.
Philip Dunn, Sapcote, Leics
CLAIRE: If I had a Mega-CD I'd send one to you, but unfortunately I'm an Agony Aunt who doesn't deal in these things. If you'd written to Mean Machines, they might have been able to help you.



A Mega-CD is coming to our [illegible]

STRING SHELLEY UP CAMPAIGN!

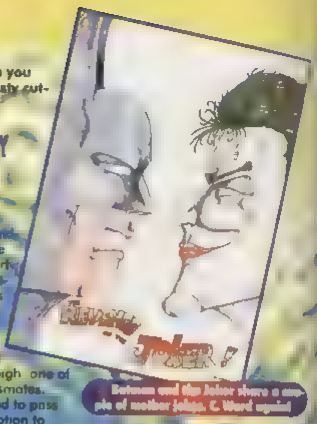
Dear YOB
I feel destiny has compelled me to write to you. Firstly, I have just read the issue of MMS which says Margaret Shelley is either oh dear. Anyone needs counselling is her. Saying that video games are evil and are equivalent to drinking or taking drugs is quite the most nonsensical statement I have ever heard. Would Mrs Shelley rather these children watched 18 rated films or buy pornographic magazines? Video games are generally good fun, nobody takes them seriously. I have quite a few games machines, but I don't tend to get an urge to go out and kill people, not to mention the fact most moves are physically impossible to reproduce anyway. Secondly, I am pretty annoyed by the media bias in portraying video games. Each week there is a damning new report on games written by journalists who obviously have no real conception of what they're writing about, and the only people that believe or care about these stories are the people that believe all the Royal scandals.
As for the Night Trap saga, I think that warnings on the box might be a good idea in principle, but will it really stop kids buying games with ratings? It may encourage them just to get an older friend to buy it for them. How many kids under 15 do you know who haven't seen a 15-rated movie? Perhaps the government should concentrate on more important issues, like the economy and unemployment. Then maybe we might be able to afford these games.
Tim Marshall, Ripon, North Yorks
YOB:True...

GET A GRIP

Greetings, yon YOB
Harr! Oi be Cap'n Long John Silver, scourge of three and a half seas. I be walking through Olde England towne many moons ago, and it come to my attentions of this Sega magazine that be the best on the shelves. It be filled with coverage on the new Mega CD, and it be featuring 'Jazza Ryan' and the Mean Yob also be there too. Anyways, oi gathered me army of Long Johns and did set sail with full heade mainsail to ye merry old towne of Skegness to lay hands on ye plentiful supplies of this mag. But now I wants to learn more of the delights known as Silpheed. What tried to consult old Mother Paggerty and her magic all knowing striped bloomers, but she be appearing on Hovis adverts, so yon Mean Yob be my only hope on th' matter. I would shake yon hand, but sadlys oi is only got one. Cap'n Long John, (a ship)
YOB:Spawn of the devil's trumpet begone before I run you through with my trusty cutlass.

NON-STICKY STICKY STUFF

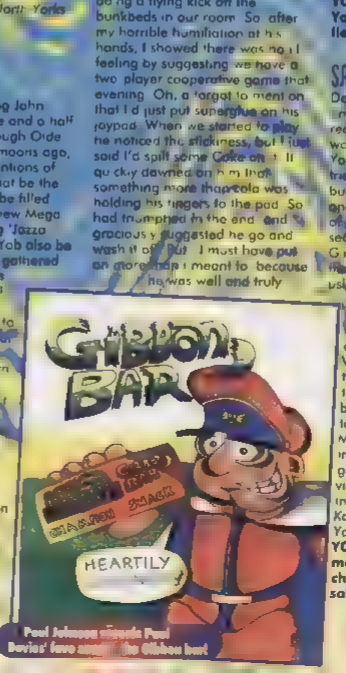
Dear YOB
I'm writing to you because I'm absolutely grounded, and bored because of it. The sorry to start ed a month ago. My little brother is two years below me at school. Somehow he found out four mates of mine that I fancied my adored Nicole Leigh, one of my more beautiful classmates. Thoughtfully he decided to pass on rumours of my devotion to Nicole herself who promptly knocked me back in a public place. I was humiliated in the eyes of the entire world and promptly thought of justice and revenge. Now, my kid brother likes a game of Streets of Rage II. In fact I used to treat him to a pretend version when he annoyed me, but that had to stop when I bruised one of his ribs doing a flying kick off the bunkbeds in our room. So after my horrible humiliation at his hands, I showed there was no ill feeling by suggesting we have a two player cooperative game that evening. Oh, I forgot to mention that I'd just put superglue on his joypad. When we started to play he noticed the stickiness, but I just said I'd spilt some Coke on it. It quickly dawned on him that something more than cola was holding his fingers to the pad. So I had triumphed in the end and graciously suggested he go and wash it off. But I must have put on more than I meant to because he was well and truly



stuck. He was shouting every time I tried to prise his fingers away the end my Dad found out and had to take him to the casualty dept, where he waited for three hours to get seen to. I'm grounded Forever.
Septimus, Septimus' bedroom, Exeter
YOB:Here's another sad slice of life bought to you from the YOB Kitchen Sink Drama Dept. You've made your bed - now lie in it. O great King goon ass.

SADNESS OF SEXISM

Dear YOB
It must be that rarity amongst readers of being a full-blown woman not a young lad or girl. You are not the first Sega mag I've read when I got my Megadrive but I stopped getting the other one which I won't name, because of my views. You see it devotes a section of its letters page to 'Pre Girls' I'm not so stupid as to miss the point contained there and using an insulting cut out of a old ad (the one for a company flogging import converters which was pulled for being sexist) compounded the damage. Who the hell do these spotty teenagers think they are in portraying girls as big knickered bimbos of their sweaty male fantasies. Although people think MEAN MACHINES is a bit immature, I actually think you guys are pretty sound in your views at least where women are involved.
Karen Iseworth, Blackburn, Yorkshire
YOB:Speaking as a full-blown man, we won't resort to sad, cheap sexism to increase our sales...



Paul Johnson thinks Paul Davies' face smells like Gibbon bars

• new for MEGA DRIVE • new for MEGA DRIVE • new for MEGA DRIVE •

Micro Machines

The ultimate challenge has arrived for the Sega Mega Drive

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simple brilliant"
N-FORCE

"Arguably the best race game ever written"
Neil West, 92% Mega magazine

"One of the best and most original games ever"

93 PERCENT

97 PERCENT

16-BIT CARTRIDGE

MEGA GAME

IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?

soon for MASTER SYSTEM and GAME GEAR

Codemasters

Q&A

I've just
Rich-e-be ying Street...
games room, that
banter reminded
reply to your fine questions
freshly-pressed special 25th anniversary
ers at the ready it's time
into the mailbag and
see. If you've got any-
anything
letter, write
THIS HALL UP I CAN SEE THE CIV
CLOCK MAILBAG, ARCADE MACHINE
COURT, 30-32 FA DON LANE, LON-
DON, EC1R 3AU.

LOCKS

Dear Jez
I have some questions for you
concerning the Mega-CD
1. Can the Mega-CD play ordi-
nary music CDs?
2. I have heard that the Mega-CD
can play films on CD: Top Gun for
example. Is this true?
3. Can the Mega-CD play ordi-
nary VHS videos?
4. When will the Mega-CD come
down in price?
Mark Gilbert, London.

JAZ: 1. As they say in the posi-
tive vernacular, yep. 2. Nope.
As they say in the negative
vernacular. 3. Unfortunately
[illegible]
have a definite

TICKLES

[illegible] I've had Rings of Power for
[illegible]
highly-rated game ever, be
[illegible]
and west of the Ocean. I've
[illegible] released?
[illegible]
I. Riley, Liverpool.

HIT

Dear Jez
1. Is it true that S

BALL

Dear Jez
Please answer the following ques-
1. Is WWF Royal Rumble coming
out for the Megadrive?
2. Is Zelda 3 coming out?
3. When will 'Dizzy the egg' be
officially released?
4. Is Syndicate coming out?
5. Is there a game similar to
Mario Kart coming out?
Neil Hales, Walsall

answer these questions for me...

have ever played?
2. What is the best coolest, most brilliant game you have ever played on the Megadrive and CD?
3. Which company do you think makes the best games?
To my brother Andrew — keep your mitts off my Sega!
Philip Bell, Kyton, Tyne and Wear.
JAZ:1. I can't quite remember its name — it was something like Rebobolt. It doesn't really matter — I reviewed it when I was working on an old Commodore 64 magazine called ZZAP! 64 and gave it 2%. It was utter crap. 2. PGA II. It's true — I've played this more than any other Megadrive game. The controls and gameplay are amongst the most perfect I've ever experienced. 3. EA is the most prevalent company in my all-time fave games list.

KNEE

Dear Jaz:
...write in with a few ques...

TESS

...ional hardware. Is this true?
3. Could you tell your sister publication Megatech not to feature...
...out the mega...

Glo...
...my fave Neath top. I'm...
...
...the flow. 2. Whaddaya think? You buy a mag for peanuts and you get a load of monkey drivel. 3. Ba-roog-ah! 4. A bit of jaundice methinks. 5. No. They obviously haven't seen Thunderhawk. 6. Alright.

BULLS

Dear Jaz:
I'm bored — so what do I do? I write a letter to Brains, asking for a few questions to be answered!
1. What exactly is the job of a Games Designer? Is it along the...
...cres out of any SNES or...

...JAZ:1. A game... ...designs games — where everything goes, how it works, where hidden bonuses are, time limits, scores, absolutely everything. 2. Slipheed is slightly slower than Starwing, but has far more polygons and is technically much better. 3. Possibly. 4. You must be jeered.

KING

Dear Jaz:
...have been to my local ...arcades and played a game called Vendetta.
1. Are there any plans to release Vendetta on the Megadrive?

...2. If so, when?
3. What do you think of it? I think it's excellent!
...anley, Eston.

JAZ:1. Not at the moment. 2. Looks unlikely. 3. Neb.

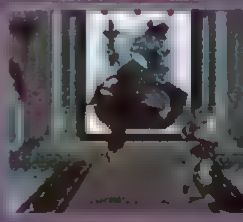
FAN

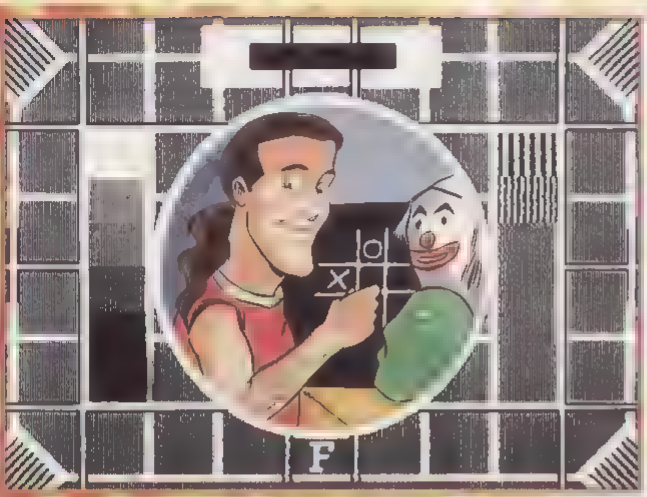
...wer my ques...
...for the...

1. Is Fatal Fury any good?
...
...apart from Sonic, Tails, and Dr Robotnik?
3. Will Liverpool in Europe come out for the Megadrive?
I buy your mag every month, and it's brill!
Thomas Cross, Redruth.
JAZ:1. Not really. 2. Flannery the Hamster, Fanny the Rat and Elf the Guinea Pig. 3. No.

FUR

Dear Jaz:
...feel a spare stamp, so I thought I may as well write out my ques...
...answer them. So here they are.
1. Is it true that Sega's version of ...FX chip will be 100...
...times faster?
2. If so, will this give the ...Model 2 and better quality sound?
3. When will Capcom stop bring...
...
4. Will Sega use fluid animation in games like SOR III, that have been used in Dolphine games like Flashback?...
...
...special musical instrument ...moves with which to wreak death and destruction on your opponent. 4. Eventually, yes.





PAUL'S MEGA TIPS

THE GREAT MEGA TIPS ACTION

[redacted]

earn the prizes! Keep them coming to:

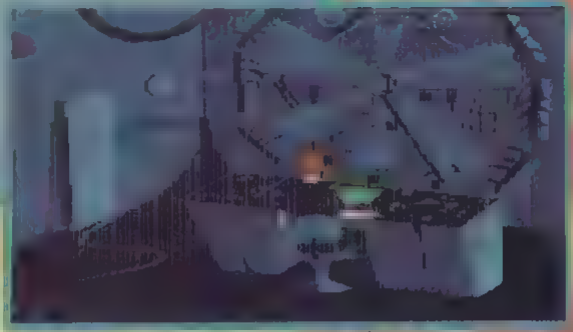
[redacted]

AFTER BURNER II

Seeing as After Burner III on the Mega CD is such a disgrace Andrew and Claire Dixon have been kind enough to remind us all of the level select for the superior After Burner II On the START OPTIONS screen press and hold the A, B and C buttons then press START to access this

Not wanting Flashback to feel left out, or Simon Shan to feel like he's wasted his time here are the level codes for Another World on the Megadrive

Level 2: HTDC
Level 3: C...D
Level 4: LBKG
Level 5: XDDJ
Level 6: FXLC
Level 7: K.FB
Level 9 B.L.K
Level 10: BRTD
Level 11: TFBB
Level 12: TXHF
Level 13: CKJL
Level 14: LFCK



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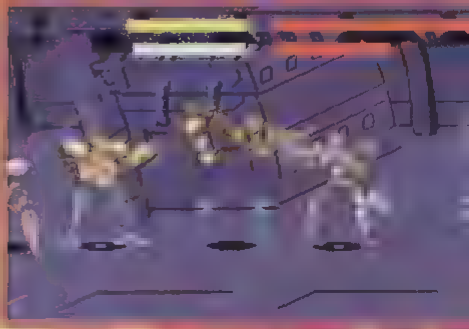
...eels by

BATTLETOADS

David Haslam has an American copy of Battletoads for his Megadrive but his discoveries should work on the British version too. The first is a trick that warps the toads from level three to level five. After killing the rats and the Space Invaders guide the toads onto the Jet Turbo. On the fifth section along there is a warp zone, marked out by white dots. Haslam's second tip is a reminder that all ravens in level two are sources of 1-UPs when kicked enough. Finally it is possible to slide the dragons in level one, using them to attack with fireballs as well as fly

SECRET SCREEN!

In support of the players guide in last month's issue, Henrik Bidstrup has discovered a secret option screen! Pause the game whilst playing in Arcade Mode. By pressing C B B C C A C B the secret options screen appears



Though it's fun playing as your favourite team in Euro Club Soccer, it's great that James Sullivan and Paul Holdham have discovered a way to play as Brazilian or even Argentinean teams – if only to have them lose! James says that by entering the password screen in simulation mode and simply typing the alphabet followed by the numbers 1 to 9, Argentina or Brazil are at your beck and call. This only lasts for the duration of one match.

FATAL FURY

For unlimited continues on Fatal Fury, press and hold UP on the D-pad and press A, B and C simultaneously on the continue screen. The cheat awards an extra continue each time it is used but only nine are displayed on screen. Cheers to Owen McCarthy and Ryan Lynch for that.

MEGALOMANIA

This is an excellent cheat for Megalomania on the Megadrive from Alan Patten, Merseyside. It allows players to retain the amount of men on an island whilst increasing the amount of men that are carried over to the next. This is all achieved by selecting as many men as possible from the man pool, placing them on an island then quickly decreasing the number of people on the island back to zero. It's spawny, but it works!

FLASHBACK

Look at this long list of names! Each and every one of these people has completed Flashback on its hardest difficulty setting and sent in the level codes to prove it! Where were you in all this excitement, eh!?

EASY

PIXEL
BETSY
PANCHO
STUDIO
TOHO
AKANE
INCBIN
CYGNUS

NORMAL

FALCON
DATA
MILORD
QUICKLY
BIJOU
BITBYTE
CLIP
CYGNUS

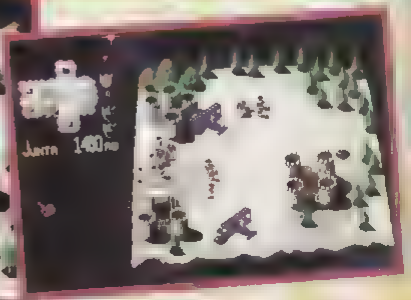
EXPERT

CLIO
ACRTC
BLOB
STUN
MIMOLO
HECTOR
KALIMA
CYGNUS

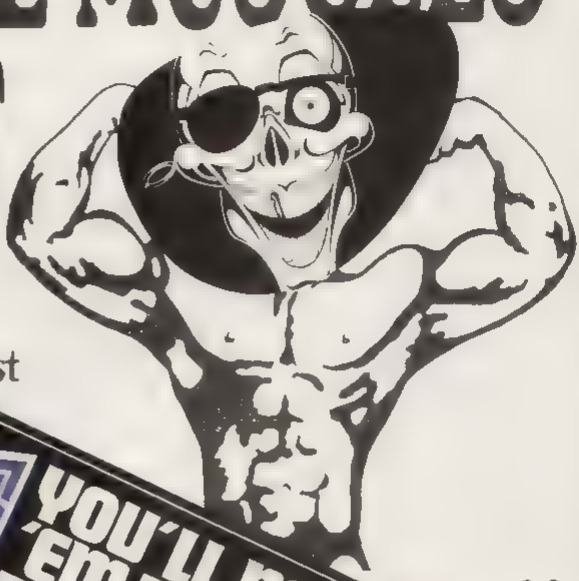
The Flashback Hall of Fame: MK Astill, Graham Bennett, Tom Bland, Napoleon Boneparte, John Borromeo, Lee Browne, Peter Chetwynd, Stephen Childs, Gareth Crabb, S Crane, Paul Croll, James Digby, Bruce Edwards, Andrew Flood, Neil Foster, Ray Franklin, Atif Ghaffar, Steve Hall, Nel Handbaker, S Harris, Christian Hill, Colin Hounsome, Richard Howse, Stephen King, Gary Kings, Steven Leek, Darren Page, Stephen O'Shea, Gary Peck, Christopher Leach, 'Little and Large', Ben 'Jammin' Maguire, Colin McDonald, Lee Conrad Morris, David North, Nouri and Stu, Steve Preston, Lee Stephen Redman, Peter Richards, Phil Riozzi, Steve R, Ian Ronald, David Rose, Michael Rowlands, Wesley Sallis, Simon Seymour, Martin Smith, Nick Smitheram, Brian Stopford, Anthony Ward, Dominic Williams, Stephen Wren, Allan Wright. Phew!

FLASHBACK

Stephen May has this to find use the Flashback discoveries for this month. By entering PIXEL as the code this makes all the enemies disappear.



HUGE MUSCLES FAST



NEW! Fastest
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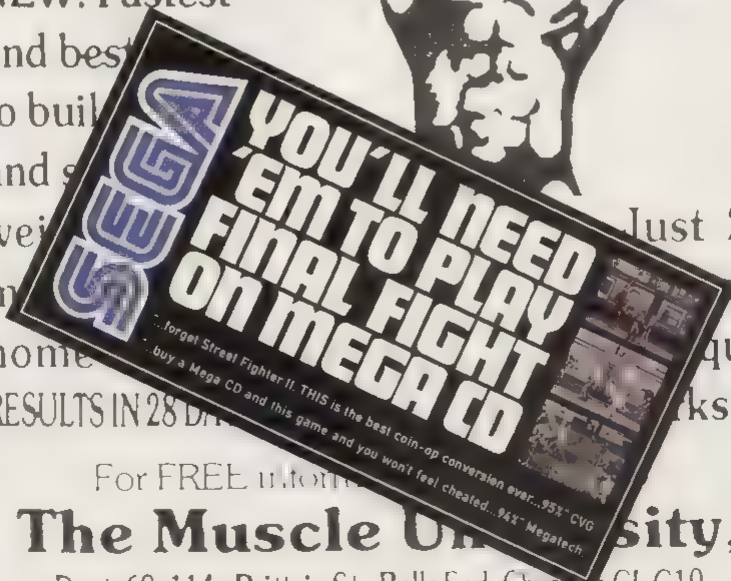

MEGA CD
YOU'LL NEED 'EM TO PLAY FINAL FIGHT ON MEGA CD
...forget Street Fighter II. THIS is the best coin-op conversion ever...95%" CVG
...buy a Mega CD and this game and you won't feel cheated...94%" Megatech

For FREE inform

The Muscle Un sity,

Dept. 69, 114a Brittain St., Bells End, Ches e CL C10

ROAD RASH II

Brian Doyle supplied us with this list of Road Rash II codes that give access to all levels with the Wild Thing bike

Level 1: 0IC8 IV0L
Level 2: 0IC8 2V0M
Level 3: 0IC8 3V0M
Level 4: 0IC8 4V0O
Level 5: 0IC8 5V0P

Brian also draws our attention to the similarity of the codes Fascinating

BALL

Good crikey and all that! This Speedball II cloning is positively Jurassic! However Barrie McBride has taken his trowel and unearthed this cheat to reveal four new teams — Mexico, Germany, Canada and France. It is achieved by pausing the game on the Team Select screen then pressing B, B, C, B, B then C. There is the sound of a bell which indicates that the cheat has worked

RAMBO III

It's getting like 'Tips we've known and loved' this month, isn't it! Well there's a perfectly good excuse for running this one at least, as Rambo III is now available for just £19.99! Stuart Kidmore sent us this set of instructions for extra lives, arrows and bombs found in level three. At the end of the level, destroy the wall then ignore it. Guide Rambo to the right of the screen and then bring him down to take out the knife-man in the bush. By killing him 26 times (!) Rambo earns 99 arrows, bombs and nine lives not to mention oodles of points

SPIDERMAN

The combined efforts of James Hale and Kevin Tysdall have received these Spiderman cheats. Unfortunately they require a second controller. Anyhow, first of all move Spiderman next to the word LEVEL then press and hold the START button on controller II. Now press and hold A, B and C on controller 1. With these buttons depressed, push UP/ RIGHT on controller 1 and three exclamation marks appear to the right of the word level. Upon starting the game more web is obtained by pressing A and life provided by pressing B when the game is paused. C allows five seconds of invincibility. Kevin also added that a level skip is possible in conjunction with this — pressing A, B and C together when the game is paused! However be careful that this isn't used in the caverns as it sets off the bomb and finishes the game!

INCONTINENCE

Pants for Men & Women

Stay dry.
Protect clothes.
No leaks!
No odours!

Feel safe, sure, and c fortable.

SEGA
YOU'LL NEED 'EM TO PLAY NIGHT TRAP ON MEGA CD
...just for once you can believe all the hype...85%" Mega
...must be rated as the biggest game of all time...87%" Sega Pro
SUITABLE FOR PERSONS OF 15 YEARS AND OVER

Pro

g e

norm nd

comfortable. Se ue to:

RUBBERNIX LTD . 69)

14, Sandy Lane, Puddleston, Herts P15 5SS

WORLD OF ILLUSION

World of Illusion for the Megadrive isn't difficult but it's incredible all the same! Richard Gillingham has saved us all the trouble of compiling the full list of passcodes for all the amazing stages

Two-player game:

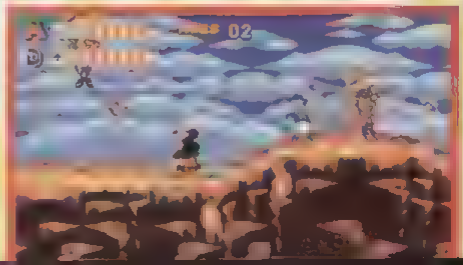
Level 2: K of S, K of H Q of S, K of C
Level 3: K of D, Q of S, K of H, Q of H
Level 4: K of C, Q of S, K of D, Q of H
Level 5: K of S, K of C, K of D, Q of H

One-player Donald:

Level 2: K of S K of D K of C, Q of S
Level 3: K of C, K of H, Q of H, K of S
Level 4: Q of H K of D, K of H, K of S
Level 5: K of S, K of H, K of C, K of D

One-player Mickey:

Level 2: K of C Q of H, K of H, K of D
Level 3: K of H, K of S, K of D, Q of S
Level 4: Q of H, K of D, K of S, K of C
Level 5: K of D, K of C, K of H, K of S



WWF WRESTLE-MANIA

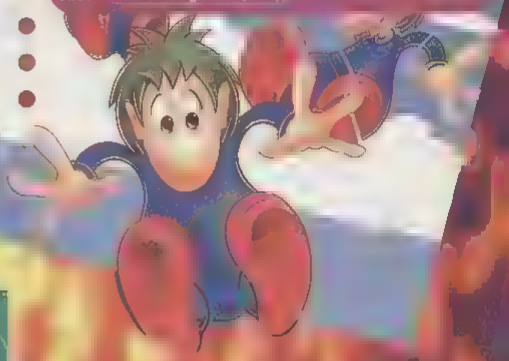
This tip which allows players to win every time, without fail, is supplied by David Anderson from Wiltshire. It might seem cack, but it works nonetheless. By luring your character's opponent out of the ring each time and leading him to the bottom, centre of the screen it is possible to drop-kick the guy into submission then nip back into the ring before the referee counts you both out. With the opponent still out of the ring this guarantees an instant win!

LEMMINGS

At the moment. There are two possible explanations:

TAXING = DROIDZTHE MAYHEM = WMZTWTO

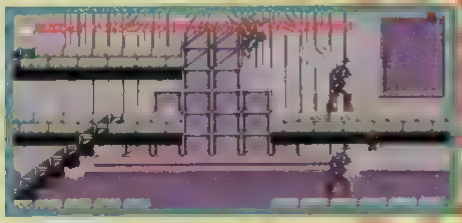
Twat. Erm...not enough room, sorry!



SYSTEM TIPS

MASTER OF DARKNESS

Thankfully Sega have hidden away a secret options screen in this cool, creepy game and Tariq Tarapdar has written in to tell us about it. Once the Master of Darkness logo is on screen, press UP and buttons I and II together. The options screen contains a level select, a choice for invincibility, a sound test and the option of increasing the amount of starting credits. Great or what!! By the way, Jason Edwards sussed this one too.



TEDDY BOY

Teddy Boy David Williams has this to offer for Teddy Boy on the Master System. After losing all credits and the Game Over tune is playing, repeated y press UP, DOWN, LEFT, RIGHT until a continue screen appears. Needless to say this gives you continues... doh!

MEGA-CD TIPS

ROAD AVENGER

A, A, A, B. Cheers Andrew!

Danger! Adam Osborne hasn't so much discovered a cheat for Sherlock Holmes, he's just blown the game all to heck for all those who haven't solved all three cases yet. The culprits are... and remember you don't have to read this.

Pierre Arreau
Phillip Travis
Loretta Nolan

ANOTHER WORLD

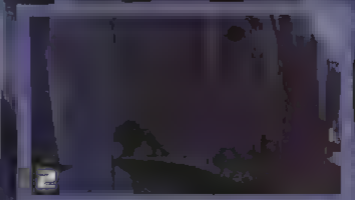
The Land That Tips Remembered

Such cruel fate that led Lester Chaykin to his laboratory to do some particle experiments on a wet and windy night, and ends up with him dodging strange and feral creatures in 'Another World'. Never fear. Using the same principles that allow the crew to deal with a grumpy Lucy of a Monday morn, we've devised a fool-proof guide to said alternate reality, with those tricky problems unravelled.

Chapter I

Lester appears in large pool. Now...
1. Up to avoid the tentacles.
2. Down to pull yourself out the pool.
3. Walk right into next screen.

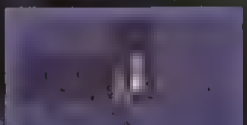
No encounters save squidgy things:
1. Stand still and use B to shoot on the ceiling.
2. Watch out for squidgers dropping from the ceiling.
3. Continue right.



A large beast jumps out!
1. [illegible]
2. [illegible]

Chapter II

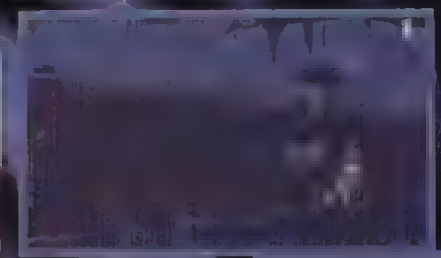
Lester awakes imprisoned:
1. Swing left and right until the cage falls.
2. Bend down to pick up the guard's gun.
3. Run right for two screens and fire at guard.
4. Run halfway into next screen, wait until your friend passes, then start making shields until 'friend' unlocks the door.



Two men in a lift...
1. Go down to the bottom. Make sure you get aboard. Your friend will walk into the room.
2. Shoot immediately. Shoot the glowing line in the wall.
3. Travel up one level. Power up gun. Shoot door. Walk right and run up slope.
4. Friend opens a hole in the floor for you to fall through.

A dark, scary shaft:
1. Roll left. The first guy will take cycles of ten. The second five cycles of two.
2. After dropping left. The next two traps [illegible]

Chapter III

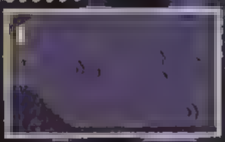


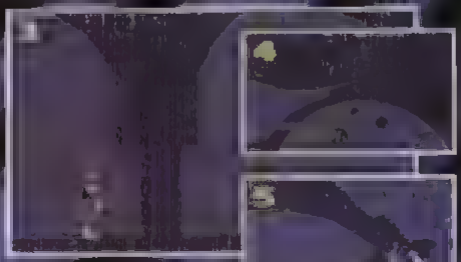
All alone before a massive shield door:
1. Blast through the three doors, then recharge in the chamber to your left.
2. Run right, preparing to waste a baddie two screens away.
3. Jump across the chasm and blast a hole in the cliffside.

Lester in the gloomy caverns:
1. Fall down the first two holes. Run past the falling boulders. Shoot the hanging tentacles and jump the floor based horrors.
2. Head right, jumping gaps, to blast a thin wall to the right. Where the bat is hanging from the ceiling, shin up the stalactite and return left.
3. Walk [illegible] fireproof [illegible] and [illegible] toppled it.
4. Run up the boulder and run to the right. Blast the wall to release the water.
5. Run left immediately. There are three jumps to make. After the water recedes, move right and blast through the thin wall.

Chapter IV

Kill, kill, kill those cliff:
1. Walk right past the waterfall with impunity. Blast the chandelier (this releases 'friend' above). Make a shield at the base of the stairs, then blast the enemy's shield and fire.
2. Go left and up the stairway, then right. Use the shield, blast and fire routine on another guard.
3. Make a forcefield at the doors and walk towards them. The guard rolls a grenade. Step back and the grenade rebounds on him.
4. Fire at the light-fitting to squash a guard. The right time is when his reflection in the nearest tube stops in the centre.
5. Go downstairs. Get roughed up a bit. Kick him in the [illegible] and dive for your gun. Shoot [illegible] to kill.
6. Go right. Make shields on either side, and use the blast routine to kill enemies from both directions.





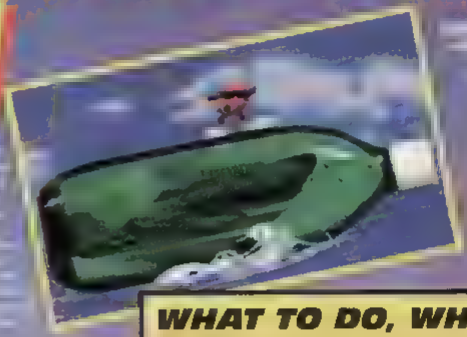
Chapter V

Lost and driving:
1. [illegible] and left, [illegible] supply.
2. Down again and right. Jump across the floor monsters to shoot the power line.
3. [illegible] the surface, [illegible] off for a[illegible]

Beasts n' drills:
1. Run past the crushed guard. Smash the door on the right.
2. Run to the far right, beneath the hole in the ceiling. Keep making shields as you wait for rescue.

What awaits our brave scientist? Will he find somewhere to change his now well-marked underwear? Find out in the second, and very conclusive part of Another World: The Player's Guide. Showing in an issue of [illegible] soon!

WIN A CALIFORNIAN DREAM



WHAT TO DO, WHAT TO DO!

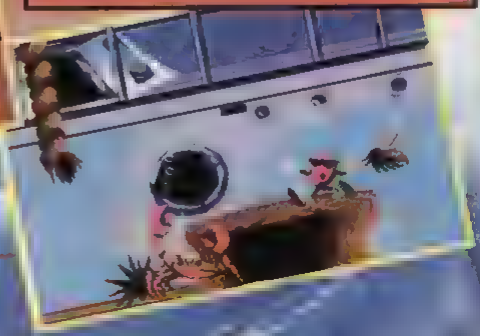
All you have to do to win one of these splendiferous prizes is answer the three following questions

1 What is the freezing point of water in centigrade?
2 With what does Cool Spot kill his foes?
3 Which American state is Disney Land in?

Of course, a competition isn't a competition without the obligatory tie-break question so without further ado complete the following sentence in no more than 15 words.

I'm so cool because

Slap your answers on a postcard and send them post haste to COOL SPOT COMPO MEAN MACHINES SEGA PRIORY COURT, 30 32 FARRINGDON LANE LONDON EC1R 3AU Answers must be in by August 30 or you've got no chance of anything what so ever At all Zilch No one who works for EMAP Images and Virgin Games or their relatives are allowed to enter Oh, and the editor's decision is final



VIRTUAL ARRIVES AT HOME

CYBERPUNK — OR BUCKET-HEAD?

Ideally you should see, hear and touch this false world by the aid of computers. 'Virtual Reality' at present is this alternate world displayed through a visual headset with stereo sound, and controlled through a glove or trigger.

This wider term 'Virtuality' covers a broader field than that, where technology attempts to create a believable other world, be might display it on a normal television or film screen (eg. Sega's Virtua Racing, The Lawnmower Man).

Virtual Reality — it has the potential to be the biggest innovation since Television; or the biggest crock of shit since breakdancing and body-popping. In fact, it's much more likely to be the former, since most people that come into contact with VR think it's the best thing since sliced bread. This feature intends to be a fool's crib-sheet to VR. So learn! About headsets, cyberpunks, teledildonics and Sega VR, the first home Virtuality system — for the Megadrive! — to be launched this year.

WHAT IS VIRTUALITY?

If you're standing with a bucket on your head playing Doctor Nightmare, it's pretty easy to realise you're in Virtual Reality. However, finding a written definition is harder, since Virtuality has spawned all sorts of fringe things in the realm of video and film. Virtuality involves the creation of an alternate reality, by manipulation of the five senses.

VIRTUAL HISTORY

1967

Prof. Ivan Sutherland at the [illegible] demonstrates apparatus that involves computer images being displayed through a [illegible].

enclosed headset.

1970s

CAD (Computer Aided Design) in engineering and [illegible] using 3D computer models. Replaces expensive real [illegible].

1981

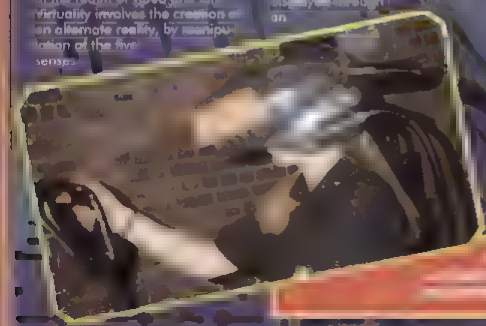
NASA unveil first [illegible] virtuality simulator. The [illegible] system is cheap — [illegible] by customising two mini-TVs and running on a normal PC — this is the start of commercial interest in VR.

1986

[illegible] software developers exploring virtual worlds. Text-based computers, concepts like 'Freescape' are invented — or [illegible].

1991

W-Industries launch an arcade VR [illegible] using 32-bit processors, six-seven or standing virtual units.



REALITY

First experience of VR for most

CES. Launch date is set for November, priced around $200.

ers. Sega's home VR uses the Megadrive's standard 16-bit processor, so multi-player games

graphics and fast update.

BRAVE NEW WORLD

True VR

involves three virtual components that go to create the virtual world, or 'Cyberspace'. The more advanced each of these is, the more realistic and

THE ENGINE

The program that controls the virtual environment. A good engine relies on two things: a powerful processor and a well-written program. W-

machines are

with the interaction of up to three other play-

ments from reality into virtual

THE INTERFACE

Nice graphics are useless unless your control is responsive. Two important features of the interface is the delay between your movements in the real world, and the reaction in the virtual world. Feature two is the degree of response; does the interface accurately

THE VIEWER

the virtual world. The headset should consist of two separate LCD screens, showing slightly different pictures, the difference allowing you to see in 3D (stereoptics). Colour and con-

trast are effected by the quality of the TVs, and definition is limited by the amount of pixels. As the headset has a tracking sensor for your head movements, it acts as as part of the interface.

W-INDUSTRIES

W-Industries' arcade Virtuality machines are found in larger amusement centres. There are two versions; one with the player standing in a ring with a headset and trigger. The other is a sit-down cabinet, the player's interface is a steering wheel and fixed

The headset displays a surprisingly good picture, but as it has to fit all sizes of head, many appear slightly out of focus. The head

...and a poor game, by all accounts.

after even short periods of play. The helmets have excellent (but very loud!) surround using

£2 for 3 minutes.

THE GAMES

HEAVY METAL

Like Battletech, this is a hunt-to-kill tank game set in a futuristic maze. Battlezone for the 90s and very good fun.

DACTYL NIGHTMARE

The original virtuality game. Exploration on a chessboard landscape linked by stairs, and patrolled by a pterodactyl. Eerie atmosphere but not much action.

BATTLESPHERE

Ambitious space battle game, in the Starblade vein. Unfortunately the interface and view are not responsive enough to make it playable.

FLYING ACES

Spoof WWI dogfight game with four bi-planes. The view is fuzzy and the game not much fun.

An arcade shot of Virtua Racing, not strictly a real virtual reality game, but it does successfully render a stunningly realistic virtual world.

Virtuality

RAIDMASTERS

Futuresport played in a massive stadium where bouncing robots blast hell out each other. Simple gameplay, but exciting while it lasts.

arcade games.

The Sega VR headset is high quality, with good LCD screens and a decent speaker system. Unfortunately, it suffers from some of the drawbacks of Virtuality headsets; "fuzziness" and initial double vision (owing to the two screens). But people adjust quickly and the motion detection system works a treat. Sega are having problems converting VR to run on our power system, so expect to see the hardware on sale sometime next Easter for around £200 with games retailing at £50 to £70.

THE GAMES

NUCLEAR RUSH

The launch game, packed with the system. A frantic shoot 'em up set in a blasted waste, with enemy hovercraft and 'Nuclear Pirates'.

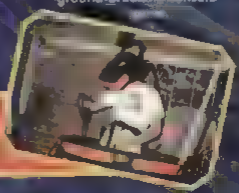
VR SEGA STYLE

Sega was unveiled to third party publishers at the recent Chicago CES show. However, MEAN MACHINES was the only European magazine invited to test the new hardware.

Sega's VR system uses the Megadrive as an engine, ordinary joypad as interface and a custom-built viewer with stereoptics and sound. Sega will, initially, be using polygons to generate graphics, relying on sprites (technology used in most video games) to create the virtual world. However, VR games combined with the new DSP chip (as seen in Megadrive Virtua Racing) should be able to create worlds comparable with the

MATRIX RUNNER

An Adventure inspired by the 'Neuromancer' (see glossary). Your hacker 'jacks into the grid', and explores networks. A potentially ground-breaking console



A Legend Quest goblin. You fight him in virtual combat. The trigger has a sensor which alerts your character's strength.

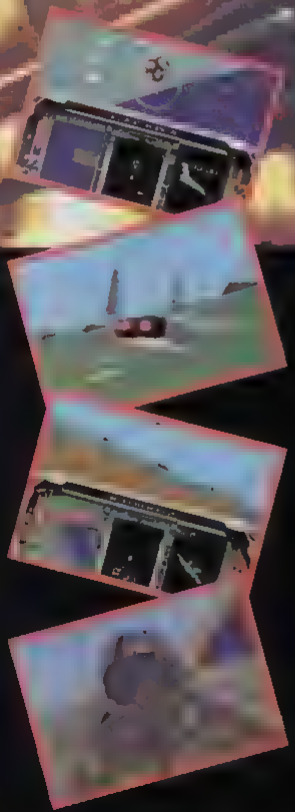
GLOSSARY

STOP PRESS

Sega and Waterworks have announced a joint venture, producing new VR machines for Sega's arcade theme parks. The first opens in Bournemouth this summer.

THANKS TO:
W-INDUSTRIES, VIRTUAL QUEST AT TOWER HILL TERRACE, LONDON.

Hot Enough To Make Your MegaDrive Melt!



F-15 STRIKE EAGLE II

Now, hundreds of hours of hair-raising air combat flying thrills are at your fingertips with the most realistic jet flight simulation ever produced for the MegaDrive by MicroProse ... This is the one you've been waiting for!

You won't know what's hit you as you dogfight the deadliest modern jet fighters and avoid everything the most sophisticated missile defence systems can throw at you!

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DOMARK

CONTROL: JOY PAD
CONTINUES: BATTERY
SKILL LEVELS: 4
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
(ARCADE) 32,000

This is the totally official and licensed Formula One game for the Megadrive, being a direct conversion of the Amiga game, Vroom.

HOW TO CONTROL

Set up the control pad to suit your driving style, fix up the car to suit the track you are about to race, switch the game to "Turbo" if you are hard enough and away you go!

A Brake

B Accelerate

C Pit Stop

START Pauses and allows you to quit.

HOW TO PLAY

Steer your F1 car around each of the championship track, aiming to overtake racers and finish first.

This intro is a bit different, a bit serious. It's a brief history of the struggles of programmers to make the impossible dream a reality – real driving games. Ever since Atari Pole Position, every 3D game has tried to balance the two requirements of a good driving game: sense of speed and sense of reality. Somehow one always

fast arcade-style

Reliant Robin with

It seems that

break clear of the

▲ The

FORMULA 1 WORLD CHAMPIONSHIP

TWIN DOG

SAVE-A-RAMA!

You can save your progress in this Constructor's championship at a later date. This isn't an innovation, but F1 has a jaw-dropping 10 seperate positions for single and two-player saved games.

COMBAT

GUS

Formula One World Championship is just a brilliant racing game, wiping the floor with just about every other racing title on the Megadrive. The main feature is its speed. The incredible acceleration, coupled with the extremely smooth update is a stunning coup. Looking at the stills here you may not be convinced, but to play it is to understand exactly what the programmers were trying to achieve, and they succeeded. Thankfully, getting the basics right has been supported with a thoughtful approach to options, including a vital two-player mode, which retains all the excitement, if not all the speed of the solo option. What with ten save positions, four levels and even an arcade variation with scores, this cart has massive lasting value, and should become an instant classic amongst Megadrive racers.

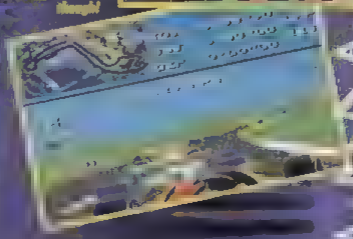
MEGA GAME

CONSTRUCTION TIME AGAIN

...of each year's Driver's Championship. On the construction screen you get to choose any... another player if selected) race for the Constr...

ARCADIA

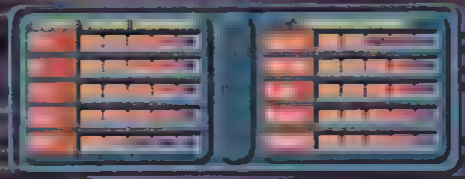
A subtle twist to the ra... formul... is offered by Arcade mode. The... courses are taken in order, from... Interlagos first. The aim of each six lap race is to pass a required number of cars. Succe... you move to the next track, set a... score, and face a greater quota of cars to pass.



TRANS SHIP

AERIAL MICRO

In this driving game, hitting a tree at top speed is not fatal, thankfully. It does bring you to a dead stop, and wastes valuable seconds as your car is repositioned. Crashing into cars and some roadside obstacles sometimes results in a spectacular aerial launch. It is possible to recover from this event, but watch you don't blow your engine by revving



COMMENT

JAZ

Superb graphics, incredibly speedy action, full-screen one-player and split two-player modes, smooth, fast and utterly realistic 3D graphics, arcade and championship options, great sound, loads of tracks, fabulous presentation, four difficulty settings, loads of features, plenty of nice touches and marvellous, highly addictive gameplay drive this straight into pole position as the greatest Megadrive race game yet seen. It's brilliant fun and provides tons of long-term interest both in the form of solo Grand Prix Championship attempts and simultaneous two-player battles. If you're a racing fan and miss this, nominate yourself as nob of the year

PRESENTATION

94

▲ Four different skill levels, a training mode, a Driver's championship with low score positions, and a two-player option well annotated.
▼ Nothing worth touting.

GRAPHICS

90

▲ Excellent graphics with immense speed. All the presentational graphics (course maps etc) are nicely done. The split-screen is well arranged.
▼ Not much variety in colour.

[illegible]

79

atmospheric as the other game sound or graphics.

[illegible]

93

grannies (and everyone addicted to the cartoonish feel. Fifteen other courses of considerable skill force you to over-

LASTABILITY

90

The twelve courses will take a lot of mastering, and the turbo option will probably defy all your attempts to handle it. There's infinite capacity for head-to-head.

OVERALL

93

It's the best racing game on the Megadrive. Simple as that. Easy controls, atmosphere, options and SPEED combine to form an almost perfect whole.

YOU MELTED THE DRAGON.

VAULTED THE DRAWBRIDGE. WADED THE SWAMP.

AND FORGOT ABOUT THE DINOSAUR EGGS.

TRY A SPELL IN WOOLWORTHS.

Wipe yourself down, head for any branch and feed your face with all the latest hard and software.

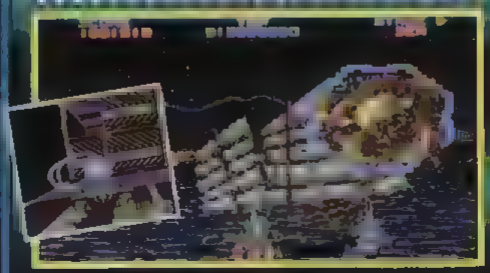
SEGA at WOOLWORTHS

NIGHT STR

Politicians, soldiers, even controversial novelists are eligible for police protection, so why oh why is the same consideration not afforded impertinent scientists?. Take the case of Doctor Masker Lindberry, expert in optical laser technology. Could the government of 2049 not have realised he was in danger from the League Against Dubious Inventors?

It's probable that his vast knowledge of laser science will be used to threaten the safety of the world! So hurry Night Striker! Climb into your wonder cars and

A die from one disaster to the next. Come to think of it this whole game's a disaster!



A PILE OF SHOOT

Gameplay in Night Striker is utterly simple. Don't worry about gears — you can't change speed! Your futuristic car is fitted with advanced 'mono-velocity' technology, which means all you have to do is shoot. And all the enemy does is shoot back. Your right/left movement is

COMMENT

WORSE! The game is easier than Outrun 2019, a game so challenging Jeremy Beadle completes it with

[illegible] It's utterly crappity programmed, even Taito's previous Ninja Warriors, a digital horror looks good by comparison. Taito are going to get a really bad name if more like this is to come.

NIGHT STRIKERS

AREAS

CITY

The cityscape is a pile of random buildings, hiding heinous helicopter hordes. Your flightpath follows the line of the highway, passing [illegible] of the hazardous killer cars.

FACTORY

The factory has a low slung roof, supported by pillars that are easy to fly into. Later factory level have box obstructions. The boss is a trolley with a single robot arm, and a nasty line in plasma bombs.

CANAL

The canal is made hazardous by the ventilation ducts slung across the narrow waterway. Your shield is depleted quickly here.

[illegible]

Above the city area, squadrons of helicopters attack. The boss is a massive skyship which lowers cannons from its underbelly to attack. These are its Achilles' heels (so to speak).

SEA

Mess about on the water, by flying through a flotilla of killer samsons (?). These normally innocuous and serene ships give a speeding Night Striker a nasty headache. Then pass through a series of low bridges before taking on a dual dragon boss.

TUNNEL

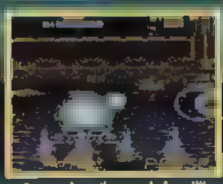
Unquestionably the hardest areas are the claustrophobic tunnel zones. Huge spheres roll down on top of the Night Strikers, which must then negotiate a series of sliding gates with narrow gaps. The 'boss' is actually a series of running chicken things that try and ram you. Murder!

COMMENT

[illegible]

A PILE OF SHIELD

The Night Striker has shield protection. At full power it sustains up to five hits, before your ship is vulnerable. Collision with plasma bolts, enemies and objects costs one shiel [illegible] point.



▲ *Can you hear the sound of a million Mega-CD owners tearing their hair out in exasperation?*

THE FINAL STRAW

When you reach the final stage your craft transforms to meet the final boss. It may become a Space Harrier-type warrior, or a deadly motor-bike! Don't despair, it doesn't alter the game, or your 'enjoyment' at all.

PRESENTATION

70

▲ There are five difficulty modes, and a novelty 'analogue joystick' mode (completely useless).

▼ The intro an plot is crap (and wasn't preventable).

GRAPHICS

73

▼ Sprites that have inexplicably ballooned to the point where they have no definition. Backdrops of a quality inferior to the term '[illegible] garbage'.

SOUND

46

▼ Zuntata shall us with tunes that would have been rejected as Brother Beyond B-sides (if the band members were deaf). The sound effects are also 'bad'.

PLAYABILITY

14

▼ No, sorry. This game only registers on the scale 'unplayability'. How can you enjoy a game when you can't see what's going on?

LASTABILITY

6

▼ The CD rules about [illegible] — about the same time as your attention span. This is a one sitting game — it's that bad.

OVERALL

9

The worst game for the CD? We'd like to think so, but hey, what ya doing over there. Or should I say 'Zuntata'?

MEAN MACHINE RATING: 96% MEGATECH RATING: 95%

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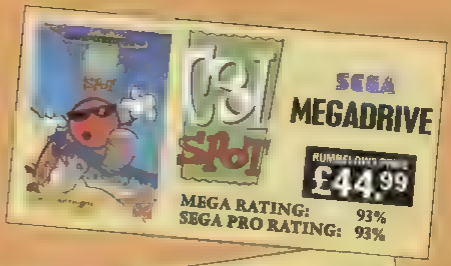

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1 PLAYERS

TYPE

SKILL

SHURIKEN

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 4
RESPONSIVENESS: SNAPPY
GAME DIFFICULTY: MEDIUM

128KB

The Shinobi series originally appeared in the late eighties. Shinobi III has more in common with the sequel than the arcade...

Oh boy, here we go again... Joe responds to directional pressure on the pad by courteously moving in those directions, whilst jumping and slashing or a push of the correct button...

A — Use Ninja Magic

B — Throws shurikens, slashes swords and performs jump kicks

C — Jumps. When in contact with the wall/ceiling or in water, Joe performs a somersault

Starts and pauses the game, and selecting Joe's magic moves...

HOW TO PLAY

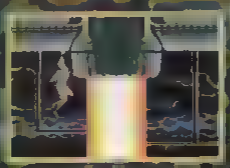
Use Joe's expertise in the martial arts against hordes of enemies across seven levels. Have the odd power-up that replenishes energy or gives you extra lives...

SHINOBI III

When asked if he would care to journey through a mysterious world on a quest to defeat a master of evil, Joe Musashi replied: 'no'. A perfectly good answer in our opinion, and one that certainly saves him a lot of messing about in the long-run. You see Joe's really had enough of chasing villains, he'd much rather sit in front of the TV and forget his Ninja past. Of course this isn't at all possible, for Joe's arch enemy, Neo Zeed, is back from the grave! Having been severely done in at the sword and shuriken of Joe in Zeed's previous bid for World domination, this evil character is understandably sore.

One night, whilst watching Far-Eastenders, Joe is suddenly left staring into an empty blackness. Zeed has cut the power-lines! Zeed is obviously throwing down the gauntlet. Joe accepts!

It is the player's duty to exact Joe's revenge as he tracks the villain down in his desperation to return the power-supply in time for the weekend omnibus edition. Joe has some new tricks up his sleeve to make the going easier. However, there are seven areas standing between Joe and the final confrontation with Zeed himself. Only with his Ninja magic is Joe assured any chance of success!



GETTING THERE

In terms of stealth, Joe's feet are the most dependable means of getting around undetected. However there are occasions where speed is of the essence and so Shinobi III (Mk II) incorporates a horse-riding section and power-board water level! Both are a departure form Shinobi's more strategic gameplay but lend themselves to some extremely fast-moving action indeed! The power-board section in particular offers some of the most exciting action and the boss that awaits Joe is especially impressive!

CRATE EXPECTATIONS

A feature retained from the Shinobi coin-op is the exploitation of crates for their cargo. These miniature treasure chests provide Joe with practically everything he requires, with the exception of occasional booby-trapped boxes. Items discovered within are as follows:

Heart: These replenish Joe's diminishing life meter.

Shuriken: Boost Joe's supply of shuriken. The basic icon supplies 5 with crossed-shuriken icons conveying as many as 20!

POW. The power of Joe's attack is doubled. His shuriken are wrapped with flame, as is his sword.

A bloody encounter before Joe finds his most exotic foes.

▲ Bad dudes to meet for sorting.

COMMENT

PAUL

Shinobi is one of my top three Sega characters. His previous games are shining examples of Sega's inventiveness and knack for hitting on that all-too-elusive special ingredient — atmosphere. Joe Mushashi's character development has now reached a stage where he is the most complete, serious action character I can think of. The wide array of moves available to him make his control superb. If only the situations set before him in this latest venture were more taxing. As impressive and innovative as the power-ski and horse-riding sections are, the gameplay involved is quite basic when compared to the care required for success in Revenge of Shinobi. Joe's wall-hanging technique is made good use of, but the dash-slash manoeuvre is quite redundant. Moreover the boss characters, whilst exciting visually, have predictable attack patterns. I still recommend this game to Shinobi fanatics but don't expect the class of what has gone before.

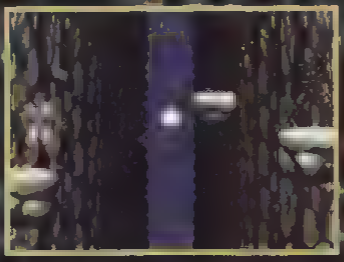
Joe takes full advantage of all the leisure pursuits available on his PGL holiday.

▲ The

COMMENT

LUCY

Having reviewed and been disappointed with the earlier version of this game way back December, I can say without a doubt that this update is better — but not that much. The additions of the power-ski and horse-riding sections are certainly different and add a bit of variety to the game but the gameplay of these bits is fairly basic and not strong enough to push this game into top class.category. Having said that, the game certainly looks better than the earlier version with big impressive sprites and much improved backdrops. It's also big, fast, tough and good fun and I'd have no difficulty recommending this to anybody — Ninja freaks in particular will wet their pants over it.



A fourth stage, you're both falling down a random, backward scrolling style of life. Things look a bit grim. Do Joe stop that smoking will you?

NINJA, SWORD — SWORD, NINJA

There help feel his sword's capacity for mayhem.

BEAZUCHI: Being one of those fortunate people who live their entire lives out of a dentist's chair Joe envelopes himself in a shield of electricity that ought to play havoc with his enemies' nerves he doesn't have any!

MIJIN: At the cost of a life, Joe explodes and hopefully takes his enemy out with him. Painful perhaps, but then Joe returns to fight again whereas his enemy likes not. Obviously this powerful mantra is best reserved for emergencies only.

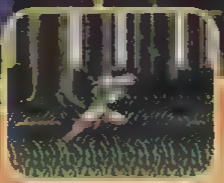
FUSHIN: For all Joe's fantastic, wall scaling abilities, there's no denying the Fushin magic's benefits. This magic lasts for the duration of a level and affords Joe the ability to jump supernaturally high into the air!

RIU: A fan of Jerry Lee Lewis as a child, and a closet fan of Jerry Lee Lewis as a grown-up, Joe accidentally summoned great balls of fire one day! However he liked the effect so much

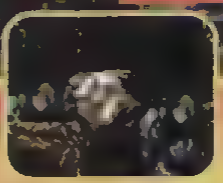
so called, pose as his most effective magic.

SHINOBUSINESS

Only a Ninja master is capable of ridding the World of an evil such as Neo Zeed. Yet it seems that even the skills of the legendary Super Shinobi are prone to failure. Joe is taking no doubt sure this time around by adding new moves to his deadly repertoire. As do from his basic shuriken and sword swipe his battery of techniques are

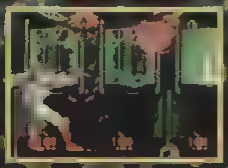


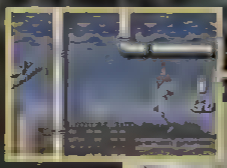
SILENT RUNNING: In most cases joe cannot wait to confront his enemy. Now more energetic than ever Joe takes flight and runs with the double tap of the D pad

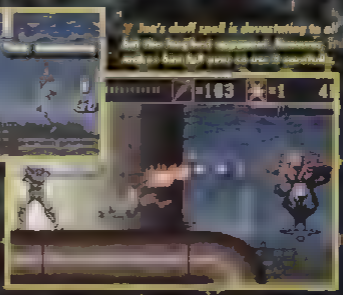


SOMERSAULT: This isn't new, but it's still a great manoeuvre. As Joe reaches the pinnacle of a leap he tucks into a ball and spins. With this Joe is able to disperse shuriken in eight directions!

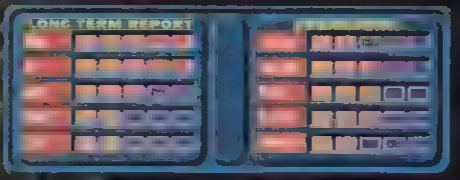
DASH SLASH Previously Joe only brandished his sword for stationary, closed-range slicings Now he charges, sword raised, for a surprise attack





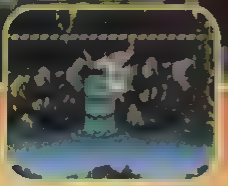


▲ Joe is stalked by his enemies through a dark cavern. He must slay them like this character.



DEJA VU?

Shinobi III was reviewed in MEAN MACHINES Issue 5. So why on earth should we want to review it again? The answer is that Sega were so dissatisfied with the criticism the game received in its original form that they pulled it back for a major rethink and new hope that the version seen here is much better.



SHADOW DANCING Joe impresses with his fancy footwork as he walks with his hands whilst dangling from high places. This is a skill that Joe perfects for the final stages of his mission.

WALL-TO-WALL SLAPPERING Narrow fissures are overcome as Joe springs from wall to wall.

DEFENCE [illegible] his progress. Joe's use of his sword as a shield prevents much unnecessary damage. He also looks amazingly cool in his defence stances.

PRESENTATION 89

▲ The scene is set courtesy of a lengthy story and plenty of cinematic-style, lead-in action. The images presented between levels are impressive too.

GRAPHICS 92

▲ Shinobi III's graphics are of a very high standard. Imaginative sprites and depth to the backgrounds make the game exciting to watch.
▼ The animation is fairly disjointed.

SOUND 90

▲ Yuzo Koshiro works his Ninja magic once more on the soundtrack. Although the basic effects, such as steel against steel, are smart.
▼ The sampled speech is rugged.

PLAYABILITY 87

▲ Joe is a lovely character to control. He's brilliant. Some of his adversaries are equally as groovy.
▼ Unfortunately most of the game doesn't live up to his high standards.

LASTABILITY 82

▲ On its hardest difficulty setting the game presents a still, sweaty challenge.
▼ Though this doesn't have the repeated throwing power of its predecessor. Consequently it may get left on the shelf once completed.

OVERALL 89

A great looking game that features a superb control character, but the game [illegible] looking to unleash its intelligent.

TWO TRIBES POP...

1 PLAYER

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VIRGIN

SEPTEMBER

CONTROL: JOY PAD
CONTINUES: PASSWORD
RESPONSIVENESS: GOOD
GAME DIFFICULTY:

LEVEL 30

ORIGIN

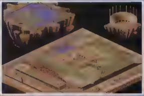
Bullfrog created the original Populous ... They also converted this follow-up to the Megadrive.

Use the A and B buttons to raise and lower the land. ... D-Pad (up, down, left or right) to decide where to place your buildings or unveil your disasters.

Raise Land

Defeat the enemy by having more followers and mana on each of 1000 levels. 'Build' your god by ... power.

So you're a Manichaeist? Well, you are if you play Populous II. Manichaeism is an ancient religion, based around the prophets Manichee and Zoroaster. It's ...



HEAL THE WORLD

... level of Populous II is a geograp... of land ... water. The map in the top left shows the extent of each land ... show your hardy first settlers. Usually ... away. The worlds have varying land types ... fertile land allows fast growth, whereas on barren ... quickly without the protection of a settlement.

HOMESTEAD

Settlements range from ... houses, to huge Roman ... in the privacy of their ... the people are reprodu... Each houses a certain ... settlers. When the house ... settler is ... for new ground ... on. This is how your people spread across the land, and why you must ... land for them. The rate at which ... reproduce is determined by the ... level of the settlement, which you can ... the question mark icon.

THE LEVELLERS

... of Populous is the flat... rally bumpy. You have the power to raise or lower land, making level areas. If a person, a 'settler', comes across a flat area, he will create a settlement. The size and type of settlement depends on ... the ... some ...

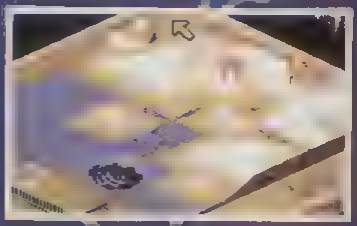
COMMENT

CLIVE

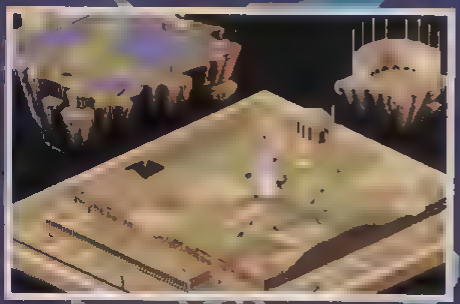
POPULOUS II

WINNING WITH MANA

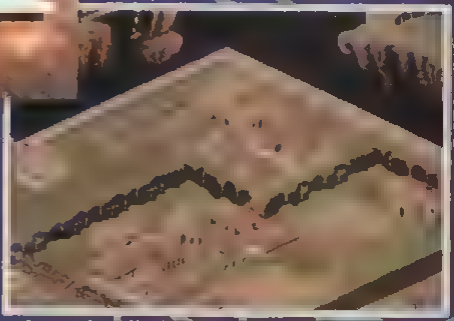
Developing your people is only half the story. You have to [illegible] enemy, and Mana is your [illegible] your people a steady supply of power, [illegible] disasters by you. [illegible] On each world there are [illegible] disasters allowed, [illegible] prohibited. Disasters [illegible] four elemental categories. Here's a selection [illegible] twenty odd disasters.



▲ A young wizard broke gently in the shadows. Aah!



▲ I don't know what it is but I have a funny feeling towards it...?



▲ There goes the neighbourhood. Another settler dies.

PAPAL BULL

Your people elect a leader, who [illegible] the globe symbol. [illegible] command they unite with him, making a stronger leader. Also [illegible] can place a papal magnet [illegible] in the land. The leader [illegible] way towards the symbol, [illegible] people in his area. The [illegible] used to migrate to far off [illegible], or away from danger.

HOMAGE

You customise your god as you win levels. Depending on the [illegible] your victory, you are awarded a number of experience points. [illegible] are placed in one of the six divine categories described below, [illegible] give your god a name and any other [illegible] representation. [illegible] password is given so you can develop your chosen deity.

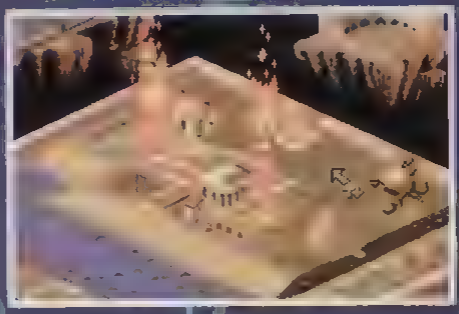
COMBAT

RICH

FIRE

FALL OF FIRE

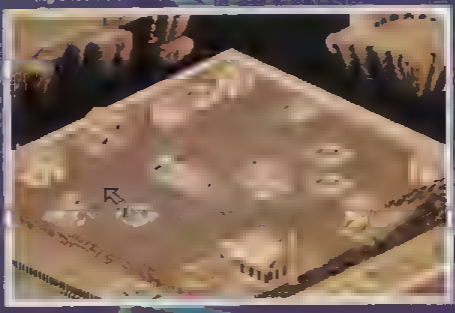
The pillar erupts with [illegible] selected area, and travels randomly. It [illegible] cultivated land, destroys settlements and [illegible] it encounters.



WATER

BAPTISMAL FONT

[illegible] placed, fonts become permanent features. Anyone who falls in changes his alignment [illegible] to land or other tokens. Useful for creating a foo-hold in the [illegible]



AIR

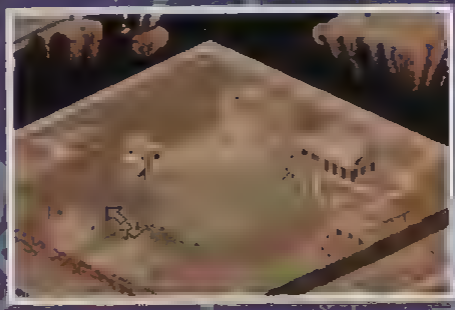
[illegible] one of the most [illegible] storms cover a large area, with intense bolts of lightning striking [illegible]. Stranded in mid-air [illegible] and [illegible] existing in built-up areas.

▲ Could [illegible] off today!

EARTH

SWAMPS

Once placed, swamps remain. Cropland is [illegible], and anyone who falls into them is slowly [illegible]. [illegible] are non permanent.



CRUSADERS

[illegible] way to convert [illegible] enemy to [illegible] everything to his [illegible] the battles overwhelm him, your ordinary settlers encounter the enemy, they embark on a fight to the death.

PRESENTATION 89

▲ A custom game option that allows you to affect every land parameter. Good control system and screen layout.

▼ Long password system.

GRAPHICS 81

▲ The settlement graphics are neat and nicely done. It's easy to see what's going on despite the small scale. Some spectacular distances.

▼ Not much variety, and some ill-[illegible] backgrounds.

SOUND 45

▼ No music and only occasional samples of screams, battles. Most of the game is played in silence.

PLAYABILITY 87

▲ Populous II has a good 'board-game' feel, helped by the easy rules, and seeing your progress rewarded.

▼ Some of the early levels are very [illegible]. Computer-[illegible] play may be too passive for some.

LASTABILITY 89

▲ 1000 levels, with some bizarre effects, like Tidal Waves to look forward to. Even easy starts to play a smart game.

▼ The only changes between levels are [illegible], speed and landscape.

OVERALL 89

Populous II is a clever remodelling of a classic game. It will only appeal to a section of Megadrive owners, but they'll find an excellent strategy product.

GREAT GUY

JUST ANOTHER DAY

look great CVG brilliant

ON THE WAY HOME

BUT THEN

GREAT GUY LEAPS INTO ACTION

OH NO YOU'RE NOT!

AAIEEE!

THE NEXT DAY AT NUMBER 10

10

Well done CVG

AND SO AT MI6's SECRET SPY HQ

CVG gets YOU ship out

CRASH!
BANG!
WALLOP!
ETC!

BACK IN LONDON

wiped out!

AMA...

AND THE MORAL IS

HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'VE GREAT SO PLEASE BUY CVG. BY THE WAY DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?

LATER IN THE YOUTH CLUB

CVG

AND SO ON

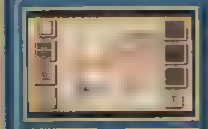
CVG

ON SALE

15th OF EVERY MONTH

SHERLOCK HOLMES

CONSULTING DETECTIVE VOL II



1 PLAYERS

PRICE: IMPORT

BY: ICOM

RELEASE: TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: SAVE GAME
SKILL LEVELS: 3
RESPONSIVENESS: 1-2 SECS DISC ACCESS
GAME DIFFICULTY: EASY

1ST DAY SCORE

SOLVE LIONS CASE

Sherlock Holmes is the character created by Sir Arthur Conan Doyle. This is the second set of Holmes cases on Mega-CD.

HOW TO CONTROL

The joypad moves an on-screen cursor in all directions.

Select

Select

Select

HOW TO PLAY

Sherlock Holmes is a detection game. Visit people listed in the directory and hear their evidence. Force a case and take it to the courts.

Evening descends upon Victorian London, as the sky lies flat like a patient etherised upon a table. Above the cobbled thoroughfare of Baker Street a man sits in the restrained luxury of his drawing room, smoking his pipe and watching intently as carriages pass by and the lamp lighter carefully kindles the gas of each iron standard. It is Sherlock Holmes, meditating in the half light, waiting.

A flurry comes from the landing and presently his dear friend Dr Watson bursts in clutching the late edition of the Times, concern and excitement etched on his podgy face. Like an eager child he approaches the reclined figure of the World's greatest living detective. "There's something in the Times I think you should read Holmes". "Murder, Watson? Inquiries Holmes. Once again he is delving into London's murky underworld, his genius alone capable of solving three macabre

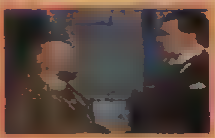
That's a shocking 'syrup' you've got there, chief!

OPENING GAMBIT

UNFOLDING EVIDENCE

Anyone with vital information offers it in a dramatised reconstruction, using real actors shown in Full Motion Video. Diagrams and illustrations also appear. Beneath the window is a range of controls allowing you to repeat the sequences, end it, rewind and forward it.

UNWINDING A CASE



COMMENT

Sherlock Holmes Volume II is very similar to the first — an original and absorbing detection game featuring brilliant presentation. If you bought the first one and liked it, you're sure to enjoy this. There are some extra functions on the Full Motion Video and the filing cabinet. The game also spreads onto a second disc, which is extra value. There's no action as such, so this is for firm strategy fans, but there's nothing funnier than watching the camp performances of hopeless American actors. Dead good.

THE THUNDERER

London's most respected journal The Times is a vital source of clues. A selection of dates are available, but finding stacks of data only a fraction of this is any use so you'll need to scan through the editions with a sharp eye.

You assemble a case by visiting locations in London. These are

LONDON

All of the

and

listed

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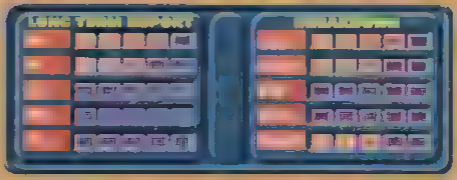


DRAMATIC CYCLE

STRUMPET

"I never did have a particularly good cock."

JNJSJNBJ N CV2KLJXJKXCJNJNJ

hvhv v bnbn nnmb

TIME WILL OW

When you have unravelled the case click on the hammer icon to reveal the Judge. He tests your knowledge with a series of questions that convince him you've solved the mystery. You are then awarded a score depending on how many sources you consulted. The lower your score the sharper your intuitive powers.

COMMENT

The presentation is excellent and creates an authentic atmosphere and there's always a bit of a laugh on offer by watching the utterly sad performances of the actors! As Gus has said, there's loads to see here with longer cases than the original Holmes game. Like Night Trap this is a two CD game, bumping up the value considerably. If you're [illegible] with your Mega-CD, I highly recommend this game.

PRESENTATION 92

▲ Save Game options, an extended tutorial, and fast disc access. The options screens are sensibly laid out.

GRAPHICS 88

▲ The FMV is excellent and the rooms and backgrounds are sharp and well designed.
▼ The FMV occupies a very small area of the screen, and the other screens rarely vary.

SOUND 94

▲ The speech is CD-quality clear and new background music has been added.
▼ ...However, there's not much of it and the sounds are standard.

PLAYABILITY 86

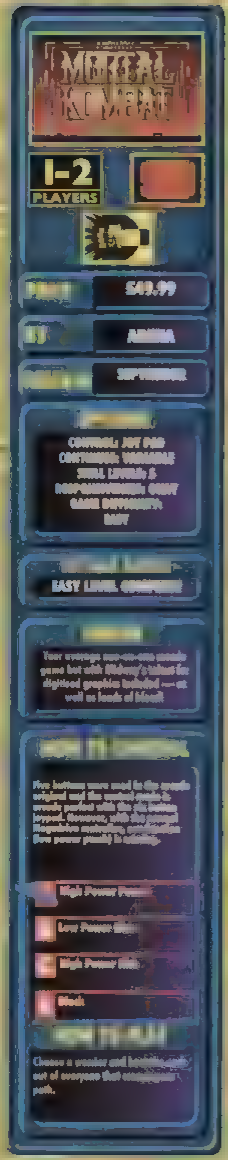
▲ Listening for clues and rolling through the Times is absorbing.
▼ As in real life, detective work is routine. All the cases have to be approached in a methodical manner for success.

LASTABILITY 85

▲ Two discs and three cases, and you're bound to get stuck on the more complex cases.
▼ There's absolutely no point to playing a case after it's solved.

OVERALL 87

More of the same, but building slightly on Sherlock Holmes I, this is a heavily enjoyable, brain-wrenching game for the Mega-CD.



MORTA

Honour and desire fuel the fighters who enter for the Mortal Kombat. This prestigious event has been held regularly for over half a millennium, when the most skilled and powerful ninjitsu fight to the point of death, or beyond, for the crown of Grand Champion. But the tournament has gone into decline, after the ascendancy of Shang Tsung to the rank of GrandMaster.

No one doubts he has the power to hold this position, as he has mastered the Protean magic that allows him to shift shape. However, he is totally corrupt, and has sustained his monstrous pupil, the four-armed Goro, as Champion by trickery and deceit. This has inflamed the passions of young ninjas like Sub Zero and Scorpion, and the stench hanging over the contest encourages low-life like the assassin Kano to enter. The drama of the Mortal Kombat challenge makes it's way from arcade to Megadrive undi-

Sonya takes time out from her Earthrealm duties to kick the living shizzle out of a few critics...

AN ADDED BONUS

The bonus round in Mortal Kombat generally involves the breakage of certain materials ranging from sad soft wood through stone, steel, ruby and [illegible] Tapping rapidly away on the A and C buttons works up the concentration of your character with the START button bringing down the powerful blow. Generous lashings of bonus points are on offer for successfully bashing the hell out of [illegible] materials.

THE MORTAL KOMBATEERS

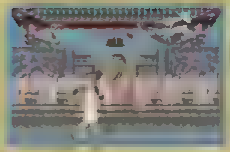
There are eight very different fighters in the Mortal Kombat, but all share in the mystery of their backgrounds and their ruthless blood desire. Chill to their gut-wrenching attributes.

LIU KANG

fireball.

▲ *Liu Kang unleashes a flaming plasma ball attack...*

AL KOMBAT



KANO

▲ Kano gets up close and shows his pound of flesh!

CAGE

many martial arts films. Spurred to show his skills are real, he's entered the tournament.

POWERS: Cage dazzles with his athleticism, performing his brutal moves by slapping breasts and underneath jaw.

▼ Even leaping around under his own for a few seconds, Johnny Cage is able to perform the one-chance attack with relative ease.

▲ Beyond! A surprise punch to the unknowing region temporarily disables Kano.

COMMENT

RICH

Well, the Acclaim hype machine really built this one up, proclaiming it the ultimate combat game, beating Street Fighter II into a cocked hat. But, I'm pretty sure that seasoned arcade players will realise that in concept and execution, if not in graphics, SFII is by far the superior game. However, I do take my hat off to Probe Software for handling in an coin-op conversion that's literally arcade perfect. The graphics and sound are superb, perfectly mirroring the impressive coin-op's. The digitised sprites and sounds are great and the animation on each of the players is just superb. The gameplay, though identical to the coin-op's, just isn't up to scratch. There's little variety in the way each character plays (apart from the special moves) and the computer opponents are very thick. A simple combination of moves is adequate to floor just about any opponent on any of the difficulty levels. Very sloppy indeed. It took five around two minutes of play to unearth that very useless fault in the gameplay and it works consistently on the majority of opponents making a mockery of mile play. If you played Acclaim's Street Fighter II, and it's just as close an conversion as Mortal Kombat is. Take your choice. If you're an MK fan, get this. If, like me, you prefer Street Fighter II save your cash for the forthcoming Capcom game.

GORE BLIMEY

Fans wondered if the blood in guts of the arcade would make it onto cart. Well it has on the Megadrive version. The part coy only nasty scene with the Pit is included. There when beaten fighters fall to a dembowelled doom on a pit of beatly stacked spikes far below. However all the gore is only available if you can find the hidden cheat mode contained somewhere in the game. And by the way our lips are sealed for the time being!

MATCH STRUCTURE

Street Fighter II was a simple matter of winning the best of three rounds against each enemy. There is a tad more variety in Mortal Kombat. Read on.

The first six matches are very similar in concept to Street Fighter II. Just win the best of three rounds and you progress to the next stage.

Here, the forces of evil have conjured up your evil twin, capable of all the special moves and tactics that you are! Use all your skill and cunning against this formidable opponent.

Here, your Mortal Kombat skills are tested to the max! With just one bar of energy at your disposal you're charged with the task of decking not one, but two opponents consecutively! Aieeee!

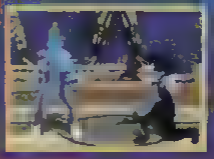
In the final two matches you put your wits against the two most dreaded opponents in the game. First off you fight the mighty four-armed half-dragon character Goro, capable of all manner of fist-related tomfoolery with his beady extra limbs. Defeat this master of combat and you're pitted against the evil terror that is Shang Tsung. This intriguing geezer is capable of firing off his own special brand of fireball and has the stunning ability to shapeshift into any of the game's characters and use their special moves!

And remember kids, it's the kind of super little workouts which...

On some bouts your blows take the opponent right to the edge of their endurance, but normal blows are not deemed enough to end the fight. Finish Him is intoned from on high, which is your cue to invoke each character's death blow. This is a spectacular finishing move that gives you a massive bonus and often leaves a gory mess where your opponent stood. Expect fireball breaths, decapitations and hearts being ripped out of chests.

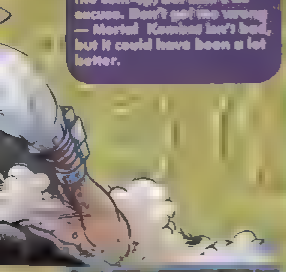
SONYA

SUB-ZERO



COMMENT

Mortal Kombat is a technically impressive conversion of the coin-op. Every single graphical detail has been faithfully transferred to the Megadrive and the animation is very good indeed. Sound too is just about arcade perfect. So what more could you ask for? Well, let me tell you. The game falls short on playability. When you punish someone it simply doesn't feel like you're making contact. The controls are slow and unresponsive and consequently you can't do quick-fire combo moves. Another problem is the lack of challenge. On the highest difficulty level most of the opponents can be easily beaten by jumping over their range move and doing a mid-air kick, and it doesn't take long to suss out tactics for the ones that aren't. It's a flaw in the gameplay that simply can't be ignored. Apparently you could do something very similar in the coin-op, but there's no excuse. Don't get me wrong — Mortal Kombat isn't bad, but it could have been a lot better.



Perhaps the most devastating move - the Mick Jagger Bad Dancing Attack!

RAIDEN

participate in the contest

MEAN MACHINES does not recommend you try this on your little sister.

GORO

BACKGROUND:The ruling champion of Mortal Kombat. He is a monstrous prodigy, of Shang Tsung, and he exists purely for the sadistic pleasure the contest provides.
POWERS:His bulk makes his range of attacks limited and slow, but they are devastating. From afar he has a fireball attack, and at close range he pounds victim's chests.

SCORPION

PRESENTATION 90

▲ Some smart pre-sentation screens load the game off and all of the coin-op's richness is here.
▼ [illegible] you're using the six-button joypad. Awkward.

GRAPHICS 94

▲ Probe Software are to be congratulated for their work — the sprites, backdrops and animation are nigh-on perfect in the digitised splendour of the original Midway coin-op.

SOUND 90

▲ Some of the speech is missing, but there's still a wealth of high-quality samples and really decent music to back the proceedings.

PLAYABILITY 75

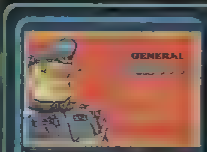
coin-op. Mastering all the death moves is great fun.
▼ The response is very slow and most of the computer opponents are too easy to kill, regardless of the difficulty level.

LASTABILITY 82

▲ Mortal Kombat fanatics will get loads of play out of this one.
▼ The three computer opponents can be easily overwhelmed, making solo play less of a appeal quite quickly.

OVERALL 79

There's no doubting that Mortal Kombat is an excellent conversion of the original coin-op. However, serious flaws in the gameplay [illegible] ago the game's appeal.



1-4 PLAYERS

£49.99

RA

ARCADE

OPT

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: 1
RESPONSIVENESS: AWFUL
GAME DIFFICULTY: EASY

ON

HOW T

HOW TO PLAY

Let's face it, when life [illegible] posterior, when your [illegible] taken the kids and [illegible] dog so much) when you're an [illegible] and there's [illegible] can't beat a good war to cheer you up. It's a [illegible] known fact that Genghis Khan preceded to demolish the [illegible] nded two table spoons of cod liver oil daily, plenty of exercise and a good war to cure a bad [illegible] gout.

Their muscles ached from so many sports games, Electronic Arts have now opted for this cartoon war game to relieve their tensions. General Chaos, the Mercenary commander and General Havoc, the heads of the Victorian forces battle for glory, lands and their fair share of plundering and pillaging. These soldiers are each masters of their particular weapons and in five-man squads or two-man [illegible] teams, must fight the good fight and wi[illegible]

GENERAL CHAOS

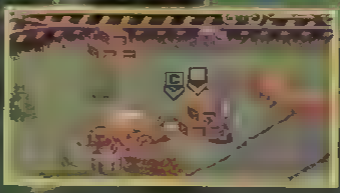
GENERAL

LUCY

When I first saw General Chaos I was delighted — lovely cartoony graphics, heaps of options and loads of enemies to blast into kingdom come. But then I started to play and found it was a real waste of what should have been a topper game. The controls are awful — why oh why couldn't you move all your men simply by highlighting the one you want and moving them? Instead, you have the ridiculous process of highlighting your man then moving the cursor to where you want him to go, clicking again and waiting for him to shuffle over there. The close combat was a good idea as well but the humorous touch of having the loser shooting the near-winner happens far to often (at least half the time) so it ends up being pointless and utterly infuriating! When you finally get the hang of the controls it's not bad in two-player (although it does get a bit samey) but in one-player the game's very dull. In four-player it finally comes into its own — everyone's a commando, so it's easy to handle and really good fun. But on the whole, it's a poorly executed waste of a good idea.

FIGHT THE GOOD FIGHT

There are [illegible] each with a different weapon. These are: Gunners who have machine [illegible]; Chuckers who chuck grenades up to a range of [illegible]; Flamethrowers up to a range of five metres; and Launchers who have a bazooka with a range of 150 metres. There are four types of squad, three of them five-man teams - Demolition, Brute Force and Assault - [illegible] type of soldier contained therein and the two-man Commando team who are faster and easier to move.



▼General Havoc delivers his victory report [illegible] troops drop like flies in the random battles.

COMMENT

GUS

The person who thought up General Chaos had an excellent idea. There's nothing else resembling an action war game on the Megadrive, and if it had been implemented well, it could have been a classic. But it wasn't and it isn't. The [illegible] control system single-handedly ruins General Chaos. For a long time you don't know what the hell's going on -- your men are in disarray and the cursor is wobbling about with far too much inertia on it. Even when you've grasped the basics, your troops never react fast enough and you constantly feel your grip on the game is slight indeed. Also, some 'humorous' touches conspire to make the game pointless. The worst example is hand-to-hand combat, where your skills are made pointless by the enemy pulling out a gun. That 'feature' really disgusted me, as any plank can see it only spoils the game. Despite nice graphics and the multi-player options, General Chaos annoys me too much to go near it.

IMMORTAL COMBAT

[illegible] opposite. [illegible] use weapons [illegible] hand combat [illegible] action [illegible] stops while the guy [illegible] However, if the one who's losing gets fed up [illegible] which is frequently he just pulls out a revolver and shoots the near-victor.

PRESENTATION 91

▲Fab cartoony presentation screens and practice section. A [illegible] cracking action game.

GRAPHICS 90

▲Large, detailed sprites and lots of nice animation sequences.
▼The backdrops are all rather dull and samey.

SOUND 79

▲Nice intro tunes and some good bang-up effects.
▼Very little sound during [illegible] game which is a shame, [illegible] actually.

PLAYABILITY 65

▲Good blasting action when you finally get used to the controls...
▼...but the control method is ludicrous and the hand-to-hand fighting [illegible] farted.

LASTABILITY 68

▲Lots of levels and a great fun on four-player [illegible]

OVERALL 71

The appalling control method and a grievous lack of thought makes for a tragic [illegible] what should have been a [illegible] searcher of a game.

1 PLAYERS

£39.99

ACCOLADE

AUGUST

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: SHARP
GAME DIFFICULTY: HOT

100,000

Bubsy is Accolade's creation hyped as a 'rival to Sonic' and bears many hallmarks of the hedgehog games.

Surely you don't expect me to tell you how to control a platform character? You do! Ok then. Bubsy responds to directional presses of the joypad whilst jumping and scoring on each screen. What an original chap he is.

Jump

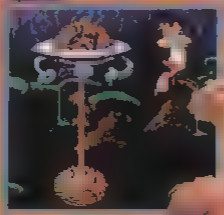
Pounce

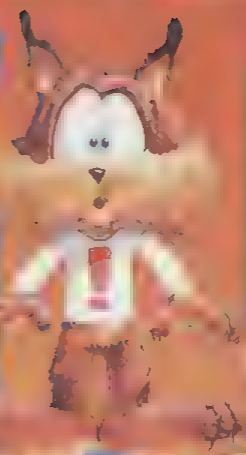
Run Faster

Starts and pauses the game

HOW TO PLAY

Guide Bubsy through the level, bouncing on Woolies to destroy them and collecting yarn balls.





MORBID HUMOUR

Bubsy's main foes are Woolies — strange two-legged creatures with expressive features. On early levels Woolies are stationary, but as the game progresses they begin to leap about, blow eggs at Bubsy and generally make a nuisance of themselves. Contact with Woolies means death unless you land on top of them. Other demises occur when you fall too far, run into water or puncture yourself on spikes. Oayah!

To find out if Bubsy the Bobcat is, in fact, the witty, sexy, highly amusing video game character we were lead to believe. May I draw your attention to the full review contained herein. Tomkyros.

BUBSY

IN CLAWS ENCOUNTER OF THE FURRED KIND

Rayon is an unhappy world. Long ago the people were contented, leaves rustled in the breeze, lambs gambolled in the field and people went to work in natural fibres. But on Rayon there was a popular blood sport — sheep hunting. The craze became massively popular, and soon the species was extinct. No more wool. Then came the centuries of misery — polyester shirts, nylon Y-fronts (with brown piping) and welly boots. It's all the people had left to wear!

The aggressive citizens of Rayon were so desperate for something soft against the skin that they sent their forces — the 'Woolies' to conquer other planets and plunder their yarn. Enter Bubsy, the super-hero of super stitch, who would rather be knitted into a toilet-roll cover than let the Woolies succeed. Aid him in his battle over 16 varied levels.

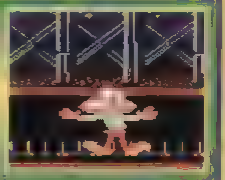
To partake in this highly original Bucket level, first purchase the Bubsy [illegible]

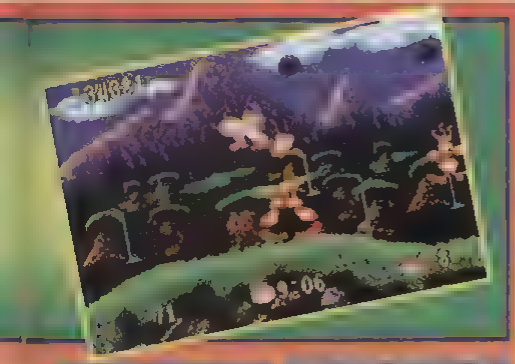
HUB BUB

Bubsy's control is fine-tuned to allow jumps of all sizes. Bubsy gives a fair leap with the normal jump button, but if the pounce button is held Bubsy soars into the air and floats down to earth spread-eagled fashion rather than plummeting to his doom. Long distances may be covered in this soar mode.

TACKY

Bubsy finds hazards as well as bonuses in the crates. Some boxes contain slippery bananas. One slip on one of these and Bubsy careers uncontrollably. Crates marked with tacks spell fair puncturing contents on the [illegible], leaving Bubsy feeling [illegible].





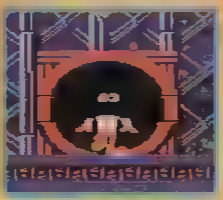
COMMENT

GUS

Maybe I'm not quite sick to the death of derivative platform games yet but that's what Bubsy is. The programmers have tried to take many of the basic Sonic ideas and improve on them — I don't think they've improved anything. However, the game does have its moments, particularly playable levels like the country zone and the fairground. Unfortunately the best levels of the game tend to be near the start, the game then runs out of steam, and many of the later zones are tricky but routine. The humour is also not very funny and the character quite unendearing. Accolade really shouldn't have wasted so much memory on sampled speech and put more into the play features. It's still an okay game, with probably a few weeks' challenge, but inferior to the likes of Cool Spot and its peers.

PORTALS OF MYSTERY

If progress seems impossible move into the scenery. Doorways and cave entrances pepper the landscape. These form a series of warps between levels and secret locations. Mapping the unpredictable routes these portals take you is recommended since many are more of a hindrance than help.



COMMENT

JUFFY

Bubsy suffers from an innocuous but sometimes fatal malady — overhype, particularly in America. Standing alone, it's not a bad little game with some wonderful animation and some good, solid, fun gameplay (even if it does become rather dull eventually). But if you put it in the ring with Sonic, which Accolade has effectively done, Bubsy doesn't stand a chance! One of the most annoying features of the game is the way that if you rev him up to high speed he usually end up dead because you can't avoid bumping into one of those gormless enemies — when Sonic gathers speed, at least he has somewhere to go! The backdrops are bright and cheerful, the music is irritating beyond belief (thankfully you can turn it off) — all in all, it's not a bad little game. I wouldn't recommend it but it might be worth a look.

Yes, imagine the hours of endless laughter you too could be enjoying if only you had a copy of Bubsy the Bobcat... Yes, just imagine.

PRESENTATION 81

▲ A useful password option, and the means to turn the music off, thankfully!
▼ Every time the game ends, you must input the password to restart at higher levels.

GRAPHICS 92

▲ Great-looking Bubsy sprite who does in all manner of clever ways. Some tasty backdrops.
▼ Occasionally the enemy sprites look a tad 'clubby' and uninteresting. The game has a serious, unsmiling look in places.

SOUND 67

▲ Sound effects are generally excellent and suit the game well. Lots of speech samples.
▼ The music is awful! Alot of memory has been spent on Bubsy's vocalisations that could have gone elsewhere.

PLAYABILITY 84

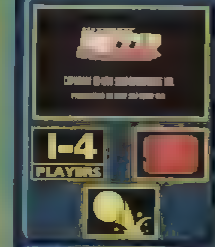
▲ The early levels have lots of features to explore, the action is interesting but initially involving.
▼ There are gameplay flaws, like enemies firing from off-screen and slow crashing.

LASTABILITY 76

▲ Passwords are only given every third level and some of the higher levels are tricky.
▼ Bubsy shouldn't present a problem to seasoned platformers.

OVERALL 80

Good in many respects, Bubsy is nothing like the world-beater it purported to be. Players who like safe, unsurprising gameplay are in for a treat. However, games like Tiny Toon Adventures and Sonic II.



PRICE £39.99

BY SEGA

RELEASE SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: POOR
GAME DIFFICULTY:

1ST DAY SCORE

0-0

ORIGIN

Ultimate Soccer is an all-new soccer sim from Sega and their first attempt at the noble sport.

HOW TO CONTROL

The D-Pad steers your selected player to the ball while the appropriate button press dictates their type of kick.

A SHORT PASS/TACKLE/HEAD

B LONG PASS/KICK

C CHIP/HEAD

START/OPTIONS

HOW TO PLAY

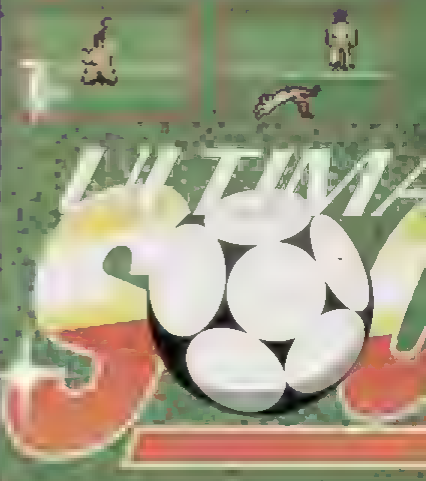
It may be a game of two halves, but the rules are dead simple: score more goals than the opposition.

AN OPTION CONCOCTION

...is absurdity: 'Half-time oranges' option, 'Bearded players' option, — you get the message. Ultimate soccer is no let down in this department. Options range from the choice of tournament, league or friendly, speed settings, weather settings, back pass rule or nay, extra time, penalty sheet out ...

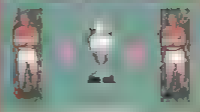
BLUE IS THE COLOUR

...option available, but Ultimate Soccer is either six- or 11-a-side. Six-a-side doesn't mean there's more space on the pitch for players to run around, it is in fact an indoor competition. Anyone who's played indoor soccer knows that there aren't any throw-ins as such because players can actually make use of the walls to get cunning rebounds. It is also good for developing faster passing ...sections because the smaller pitch means finding space becomes ...a priority.



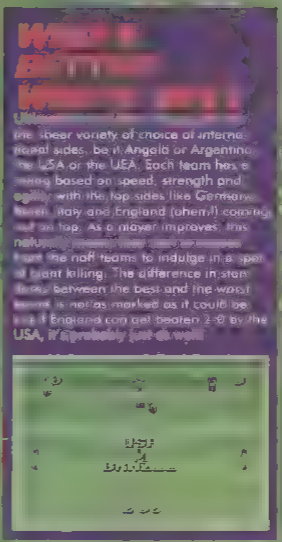
While Graham Taylor is about ready to strap ten tons of dynamite to his body and stroll into The Sun offices, it is worth remembering that despite the dismal state of the British game football is still the most underrated groovy sport around.

The Megadrive is now getting used to a healthy number of soccer sims, and here we go again with Ultimate Soccer looking to go one up on its predecessors. It comes with all the options and flexibility that are part and parcel of any sim these days. There are more countries than probably exist from which to choose, knockout tournament, a league for the dedicated enthusiast and a penalty shoot out for that intense adrenalin rush. As you would expect of such a sports sim this has a two-player option, but this can stretch to an eight player thanks to the oh-so-new Sega Tap. For the ultimate soccer success, developing those dribbling, passing and shooting skills is a must. For the all round trash Harry expressions of virtuosity can be seen with the occasional bicycle kick and diving header. But at the end of the day it's the score that matters and not the fancy footwork which means that British teams manage to lose out in all departments! Don't worry though, some programmer out there is sure to have a Frustrated Footy Hooligan sim in the pipeline!

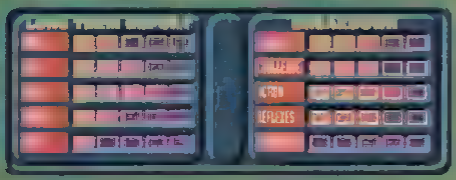


Friendly eh! I'll give him friendly when I get him on the pitch!

There's no point slamming the stable door when the horse has already legged it, goalie!



Most soccer games feature a limited two player mode. Not so Ultimate Soccer. Just like the recent y reviewed J League Soccer, this game is fully compatib e with the Sega Tap a lowing for multi-player footbal festst J League had excel ent four-player matches, but Ultimate Soccer goes one better with awesome EIGHT player matches (by us ng two Sega Taps!). In these multi player games, you're able to choose wh ch footballer you want to be Jn ike the one- and two-player modes



Be sneaky, be nasty, be fouls on his ...face — he's a waste of space!

COMMENT

ROB

There are so many soccer games now for the Mega -drive , that punters are spoiled for choice. Ultimate Soccer is a game that promises a great deal but ultimately fails to deliver. There are loads of teams (even though their skill differences aren't really clear enough). There are loads of brilliant options including a change in speed, several league modes and different pitch angles. However, I found the controls very confusing and the lack of a player select extremely annoying. It's awful as well the way the ball seems to roll in waves as players move across it like shipwrecked mariners! Ultimate Soccer's chance of salvation comes in the multi-player mode — it's a real riot with two Sega Taps and eight players! So what's it to be then eh? Super Kick Off, J League Soccer or Ultimate Soccer? If you're a lonely soul it's Super Kick Off for sure. If it's four-player action you're after, check out the more intelligent and challenging J League. If you can amass eight players and fancy regular football orgies, Ultimate Soccer is definitely the game you want

COMMENT

'Wobbly' was the word that struck me several times when I was playing this. It's a fast and fun football game with an unfeasible amount of options and features, but lets itself down with very average graphics (the pitch scrolling is very ropey and the sprites lack detail), sound and gameplay. There simply isn't much scope to improve your play once you get proficient at the game: Super Kick Off and J-League Soccer, on the other hand, seem to improve the longer you play them. Megadrive beginners will probably like this: experts who like to play alone should check out Super Kick Off and more gregarious players should go for J-League

JAZ

A LEAGUE OF THEIR OWN

In addition to the one- and two-player friendl… options: League… league… knockout competition in which you play up against one… other international teams! Finally, there's the knockout, with you… against as many as 63 other teams! Stunning shit

FOUL PLAY

One option that remains unavailable in this game is the chance to argue your way out of a yellow or red card! The referees are particularly sensitive to any malicious behaviour and don't think twice about sending a player off. The strange thing is that there are plenty of players falling over each other off the ball who escape such severe judgement. It's also odd how the ref manages to discern a nasty foul from a fluffy one because they all look more or less the same. At least it means there are plenty of opportunities for heated rel… in multi-player mode!

Wait for it, wait for it — God, some people always go for the biggie too quickly!

PENALTY SHOOT-OUT

Practise penalties with the use of the Penalty Shoot-Out mode. You can select the team you wish to use for your penalty-related antics and even set it up for up for one- or two-player tomfoolery. A very useful option indeed.

PRESENTATION

92

▲ An almost infinite… might say. "Options. Thousands of 'em!".
▼ The menu system… don't groove very much at all.

GRAPHICS

73

▲ Good 3D angles and fluid panning.
▼ Character animation is poor. There's shabby and roughly outlined sprites and a pitch you've drawn in!

SOUND

70

▲ Some good tunes… lines up the game.
▼ Almost no sound effects and annoyi… repeti… that sound like rabid mosquitos

PLAYABILITY

76

▲ Familiarity with the controls allows for some skill and there's a wide variety of moves.
▼ Slow responses and confusing control method. You are… select which player you want to pa… multi-player games.

LASTABILITY

84

▲ This is a game that definitely improves… you've used to it. Multi-player mode means… lasting fun but…
▼ There are many annoying factors… most notably the "wobbly" screen.

OVERALL

79

A fast and fun soccer offering… marred by wobbly graphics… It's good in multi-player mode, but J League Soccer is a lot more intelligent and playable than this offering.

more tips than you can shake a stick at!

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TBA

CONTROL: JOY PAD
CONTINUES: 3 OR 5
SKILL LEVELS: 2
RESPONSIVENESS: GREAT
GAME DIFFICULTY:

70%

Sparkster is a new character whose game is an imaginative blend of fast-action platformers and shoot 'em ups.

Now, it's that "How to control" section of the review where I get to say things like "Sparkster responds to directional presses on the joypad and jumps, slashes his sword and power jumps on your command."

Controls Sparkster's sword.

HOW TO PLAY

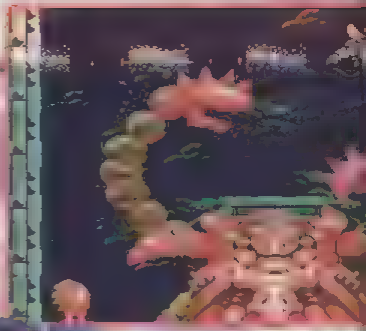
Guide Sparkster through the enchanted land of Elhorn — defeating his enemies with fancy sword play and overcoming the many obstacles he faces along the way.

On planet Earth all walks of life are restrained by their natural abilities. All except us humans who, in our time, have learned to do whatever we please. However spare a thought for the likes of Opossums who are amongst the most useless animals there are — on Earth.

The fairy-tale land of Elhorn, on the other hand is rife with animals that possess human-like qualities. This is all due to the land's history of advanced civilisation and a mysterious group known as the Seven Great Sorcerers. This band of magi created the Pig Star — a computer satellite used to control Elhorn's weather — and the Forbidden Fire — the limitless energy system that provides for all of Elhorn's inhabitants. One animal in particular that benefits from all this excess magical energy is an Opossum named Sparkster who, as it turns out, is a most unlikely hero! His tale of bravery begins when one of the distinguished Sorcerers, donning the title Dark Lord, turns the Pig Star against his associates, killing-off most of them and plunging the world into a terrible Dark Age!

Komata is the one sorcerer to survive this cataclysm and promptly amasses an elite army known as the Rocket Knights, which he employs to fight back at Dark lord. Sparkster is orphaned in the wake of the disaster and so is taken on-board by a Rocket Knight named Mifune Sangaio who trains the young Possum into a useful fighter. It isn't long before Mifune loses his life in battle, leaving Sparkster to avenge not only the death of his parents but his mentor as well.

We've been waiting ages for this, Konami's most incredible looking game to date! Now that it's here players have the opportunity of seeing that Sparkster gets his revenge in this most intense of platforming/shoot 'em ups!



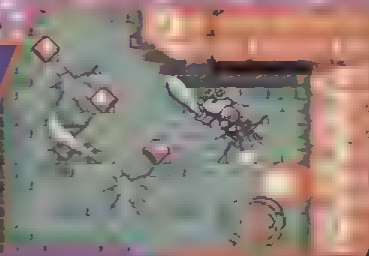
ROCKET
ADVEN

PICK ME UP

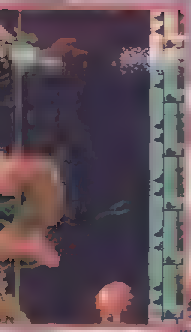
As is traditional with platform games, Rocket Knight Adventures comes with its fair share of power-ups. Apples replace one heart of Sparkster's life gauge and bananas replace half of it. There are also plenty of red diamonds to collect for points and 1 UPs are well worth hunting down.

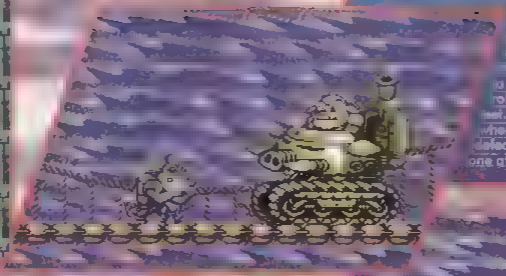
GET ON UP

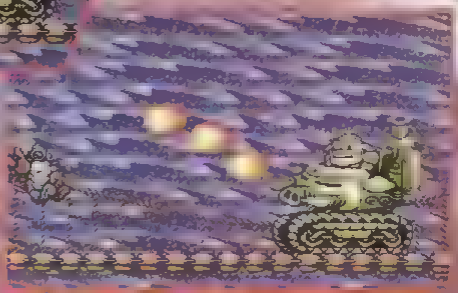
Whenever Sparkster is falling a bit down, the rocket booster on his back is guaranteed to give him a lift. It takes a few seconds to charge up, but once this has been done press the direction button and the furry little fellow rockets the screen. This cunning



all when it





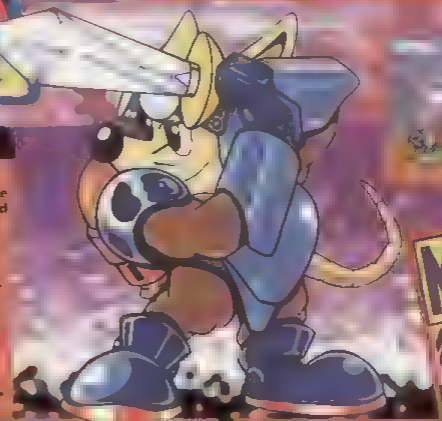


ROCKET KNIGHT ADVENTURES

COMMENT

ROB

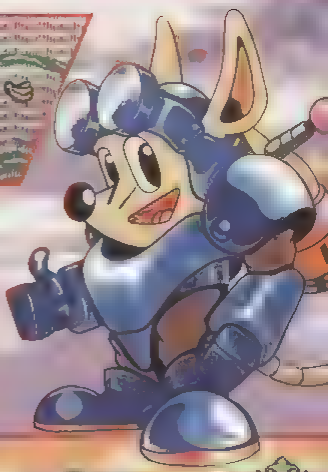
Rocket Knight Adventures certainly is the kind of game that can break the rules and get away with it. There are some fancy touches like the flying scene, the roller-coaster ride and the funky bosses who you'll find strutting throughout the game. One offence I often have to ticket platformers for is ease of completion. Rocket Knight Adventures is a bit of a criminal in that department, I'm afraid. But if you go straight for the hardest setting you'll feel better for it. Apart from that criticism, the response on the controls is faster and smoother than most, the graphics and animation are so professional it's suspicious, the sounds so cool all you can do is nod. Basically the whole thing really smokes! As far as platforms go this is better than the pair I'm wearing – and that's saying something.



MEGA GAME

KNOCK OUT IN PARIS

when he has to climb trees, vines and so on. Although he hangs upside down, Sparkster is still capable of wielding his sword, jumping and using his rocket pack. The trees are always worth exploring because there are often power-ups in their foliage, but be warned - the branches and vines prove quite slippery.

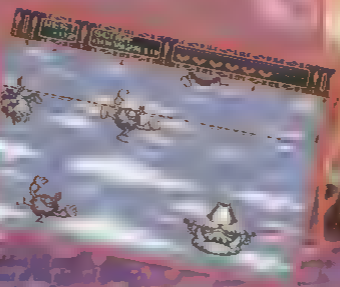


COMMENT

PAUL

This is one of the best games I have ever played. It is challenging without being totally vindictive and spectacular without sacrificing the all-important gameplay. The large amount of fresh ideas are bound to keep the player in suspense right through to the final battle with Dark Lord himself. I sat transfixed throughout the whole game. I anticipated the quality of this game, but I certainly didn't expect such a sensory overload! I'm still buzzing about it now! I thought I'd seen everything that the Megadrive is capable of. I was wrong. Rocket Knight Adventures propels your machine into your face! So long as the more advanced players remember to play the game on the harder difficulty setting Rocket Knight Adventures is and shall remain a classic for quite some time!

Just what Lord Independence is up to on the Locomotion Express, and where on Earth will it stop next?



Bashing the robots in Sparkster's rocket pack mode is great fun, but watch out for the occasional upside-down Robo-worm hurtling by!

NICE SHOOTIN' SPARKS!

After the first boss has been defeated, Sparkster

platform style to shoot 'em' up and Sparkster has to shoot his enemies out of the air and tackle a colossal sea monster. Look out!

PRESENTATION

88

The intros and title story are entertaining, two difficulty settings. Wii's a shame there isn't a two-player option.

GRAPHICS

94

The imagination and clarity of the graphics is superb. The animation is smooth with plenty of comic touches.

SOUND

86

Impressive bosses and bangs about! The music tickles away sure and subtly.

PLAYABILITY

90

No confusion with the controls and amazingly responsive.

LASTABILITY

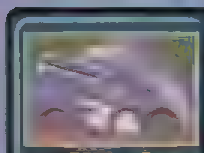
89

levels which encourage you to employ new skills.

OVERALL

91

A beautifully crafted piece of Megadrive software with just the right balance of action and adventure to satisfy all needs.



1 PLAYERS

£44.99

1994

OCTOBER

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: SELF-ADJUSTING
PASSWORDS: NONE
GAME DIFFICULTY: MEDIUM/HARD

4 LEVELS COMPLETED

An advanced version of one of the greatest Megadrive carts of all time! Does the Mega-CD version live up to the Megadrive?

The leopard is used to guide Ecco through the dark. Bottom used in conjunction with the jumping over dead swimming leopards like crates.

- Smashing crates
- Energy
- Increase speed
- Push across the screen

HOW TO PLAY

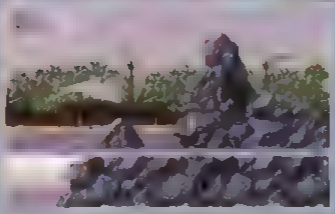
Guide Ecco through over 30 levels of tasing sound and physical puzzles in search of his missing pod.

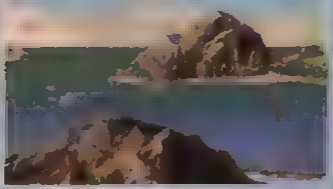
very 500 years a mysterious vortex ravages the oceans of the Earth, seeking out all life and mysteriously transporting it through the space/time continuum to wherever.

Caught up in the latest attack on the ocean bed is Ecco the Dolphin - a powerful young ocean singer who, as fate would have it survives the vortex. However, he is now totally alone, his pod of friends viciously abducted.

It's down to you, as Ecco, to search the oceans in search of your pod, to seek out clues and track down the mysterious vortex. It is an arduous journey - an enormous quest that takes you from Ecco's home to the north pole, the open ocean, the lost city of Atlantis and even more strangely the mysterious home planet of the aliens controlling the murderous vortex.

Do you have the power and the intelligence to take Ecco through the most dangerous journey of his life?





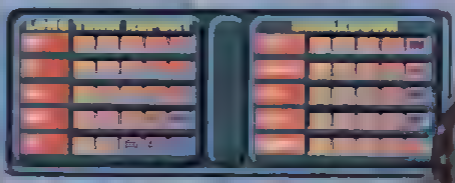
Hiding somewhere in this picture is the lovely Judith Chalmers. Can you spot her?

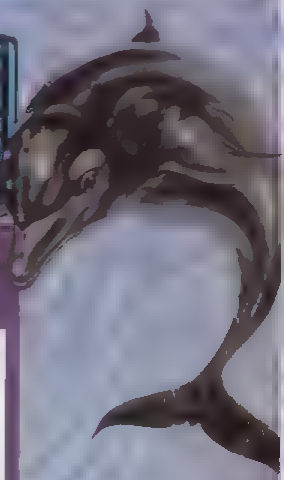
COMMENT

GUS

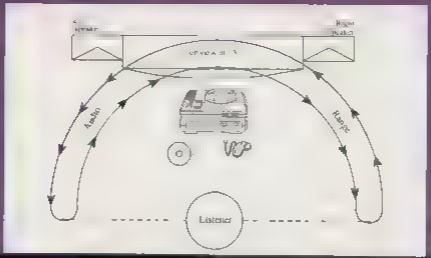
At first I was disappointed to find that the Mega-CD version of this classic game is so similar to the Megadrive original. However, a day's constant play later my initial disappointment had completely gone. Yes, most of the game is identical to the cart version, but the incredible Bladerunner-esque ambient music (in surround sound) is excellent and really helps to increase the atmosphere generated by the game. The extra levels are a great bonus too — some of those puzzles are just inredibly tough! It's highly ironic that the best Mega-CD title available is so similar to the cartridge original, but it's true! If you don't have the original Ecco, or if you're a real fan this is the most essential Mega-CD purchase yet!

Dotted around each level are mysterious Glyphs - crystals of power that endow Ecco with special songs that allow him to open up crystal gates to restricted areas. Some Glyphs





Once the Dolphin uses the Q-Sound ring surround sound system. The soundtrack has been digitally mastered to sound as though sounds are coming at you from a 180 degrees semi-circle in front of you. Connect up to a decent hi-fi system for the best results.



COMMENT

RICH

Last November I reviewed a superlative new [illegible] title Ecco the Dolphin. It set a new standard in [illegible] ing and we immediately called it Megadrive Game of the Year! Now the Mega-CD version has arrived and it's my pleasure to say that it is [illegible]. As you can see from the screenshots, it's much the same game - but now even bigger! There are over 30 levels in the new version packed with some of the most brain-bending puzzles you'll ever see. The atmosphere is even more amazing in this CD title. Awesome ambient music issues out from the speakers - I thoroughly recommend attaching your Mega-CD to your stereo for this one to appreciate the pseudo surround sound. It's just stunning. I must say though that most of the game is virtually the same as the Megadrive version, so if you own that already, little point buying this. However, there's not denying that it's simply astounding and easily the greatest Mega-CD title money can buy.

LIBRARY

FMV

Take [illegible] the game [illegible] reveals [illegible] extra game. Also, two extra [illegible] added. Access these and the [illegible] is treated to a five minute [illegible] video documentary on [illegible] dolphins! Not surprisingly, this was [illegible] and [illegible] the least.

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Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Give up your seat on the tube

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Say yes for a day

Put your name on a star

Learn to Fly

Do a cartwheel

Walk on the grass

Make a million pounds

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only boil as much water as you need

Learn a new word every day

Do one thing to make the world a better place to live

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy tale

Put the kettle on

Take up knitting

Listen to Rodigan's show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Scream

Kiss 100fm

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VERSUS: 2 PLAYER

LIFESPAN: Slap Fight MD is a conversion of an ancient coin-op machine and has used to play when they were skints.

HOW TO CONTROL: Starting Fighter into the direction you want to go in. Press UP and the fighter moves UP, DOWN and the fighter moves DOWN. Press fire to launch those guns!

A: Fires your guns.

B: Releases the fighter's missiles.

C: Fires a single shot.

A+B+C: Press when you're in a tight spot to activate the power.

WHAT TO DO: Fly the Slap Fighter over the alien occupied territory. Dodge the enemy fire and ensure that your fighter's hits them where it hurts!

SLAP FIGHT MD

"Hello, sexy! Interest you in a few missiles? I have four right here with me. Care to try some? Well TOUGH - you've got no choice!"

Teaptan are a company responsible for making many advances with their innovative shoot 'em ups — Hellfire and Zero Wing are major league examples of their success in this area. A little known fact about Teaptan's Slap Fight is that it along with Irem's R-Type is tagged as the forerunner of all the great shoot 'em ups in existence today. Though the game is similar in style to its 1980's competitors, this vertical scroller's edge lies with the massive array of power-ups at the player's disposal.

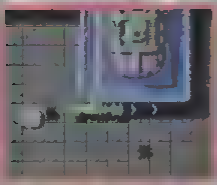
Tengen, having recognised Slap Fight as a classic, now have this accurate conversion prepared for the Megadrive. Of course, due to Slap Fight's age, the game on its own might not seem so attractive. For this reason Tengen have honoured the original with a variation of their own entitled Slap Fight MD, which is another classic exclusively available for the Megadrive. Whereas the scene of [illegible] is set over the [illegible] is geared similar to both. Slap Fight MD takes place in the far reaches of outer-space. As both [illegible] music by Yuzo Koshiro — the guy responsible for Streets of Rage I and II — the [illegible] package sounds just great! The question is, how great?

NEW AND IMPROVED

In all there are five variations of [illegible]

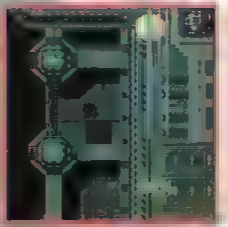
Weapon [illegible]

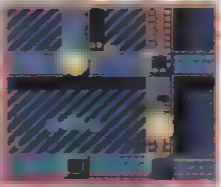
Number of [illegible]

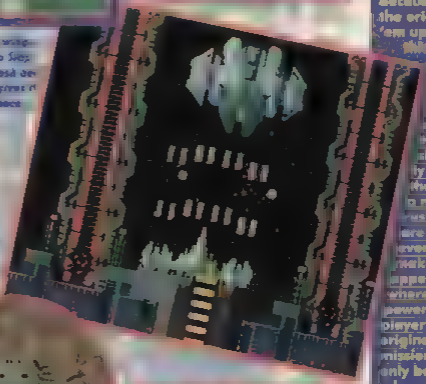


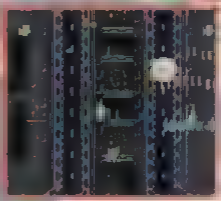
ARCADE PERFECT

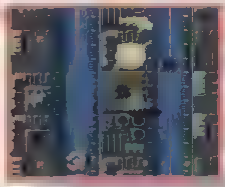
Not only does Slap Fight look, sound and feel like the coin-op, but the original mode retains a cheat from the arcade machine. Yeah there's how it works: Begin the game as usual, however don't move the ship or touch any buttons. After a few seconds the ship is taken out by a solitary missile. Now, as the Slap Fighter flies into battle once more it has full, homing-missile power-wings.







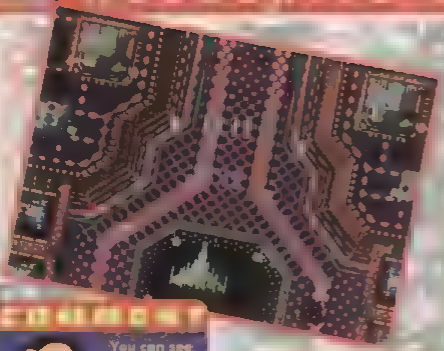




COMMENT

PAUL

OK, so Slap Fight is about as new as Ethel from Eastenders, but this doesn't stop it from being a classic [illegible] well, for a time at least. Owning the original game is a decent enough prospect in itself, but Tengen's inclusion of Slap Fight MD is more attractive still. Though even Slap Fight MD looks quite dated, Toaplan's ingenuity shines through the primary colours and feeble explosions offering near perfect playability. Perhaps it is because Slap Fight is one of the originators of the shoot 'em ups we know today that this is a refreshing change from the graphically-intense but ultimately dull offerings of recent months. The layout of the levels and the skills required in safely passing the fighter through them provides a massive adrenalin rush while it lasts. There are enemy missiles everywhere on screen, making some sections appear impossible at first where not even massive power-ups guarantee the player's safety! Slap Fight original is beaten into submission within a day, but only because of the unlimited continues available. Though it's a short game — the 80 sections are extremely tiny — this is neatly balanced by the addition of Slap Fight MD. A shoot 'em up fanatic's dream-come-true, Slap Fight is well worth a look!

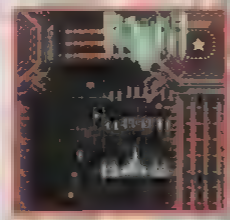


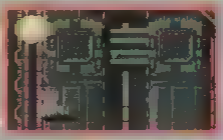
SLAP IT ON!

Anywhere around the world original Slap Fight in Toryan's [illegible] Jerson.

[illegible] and Smash of Rage [illegible]. We don't need to tell [illegible]

Instead its time for Slap Fight's overhaul in Toryan's own Slap



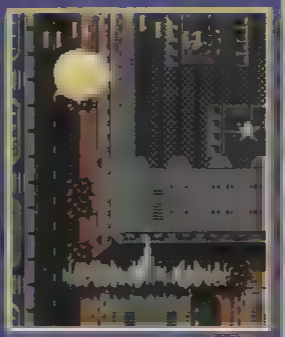


CURSOR

You can see for yourself that Slap Fight is hardly a graphical masterpiece. No disrespect to Yuzo Koshiro either, but the music is rather naff too! However the game just keeps calling me back for another go. Too often a great looking Megadrive title happens along and provides about an hour's worth of entertainment before losing its appeal altogether. The fact that Slap Fight has been around for almost a decade now and is still so fiendishly addictive pretty much speaks for itself! Despite its basic appearance the game has impressed everyone here and there's no reason why any blaster master shouldn't feel likewise.

NOW WITH WINGS

In making the most of the fighter's current choice of weapon the fighter upgrading the width of its wings is also possible and is Slap Fighter's most distinctive feature! The wings are extended up to three times until the fighter is so wide that its movement is somewhat restricted. Nevertheless this lack of freedom is brilliant fun while it lasts as the amount of damage a fully equipped Slap Fighter causes is superb! The extensions are chosen from the same list as the weapon replacements.



▲ Let's ignore that five extra alien ships were momentarily screened on that's enhanced screen, ha-ha!!!

PRESENTATION 79

▲ The amount of options at the player's disposal are almost unnecessary.
▼ Slap Fight's attract sequences rather alienate the likes of Thunderforce IV.

GRAPHICS 76

▲ Very basic yet recognisable sprites and backgrounds portray the game well.
▼ This dated style represents no-one these days in the light of the Megadrive's capabilities.

SOUND 74

▲ Yuzo Koshiro's name is associated with the game's music is commendable.
▼ However, the tunes are very so-so with woolly speech and average sound effects.

PLAYABILITY 84

▲ Slap Fight has all the ingredients that make the best shoot 'em ups so addictive.
▼ Players hoping for a pleasurable experience are forgot it! Both games are totally unforgiving from beginning to end!

LASTABILITY 56

▲ The still challenge [illegible] undeniable.
▼ The unlimited continues provide the chance of an early completion.

OVERALL 76

In spite of its age, Slap Fight is a true shoot 'em up classic. The extras make it all the more worthwhile!

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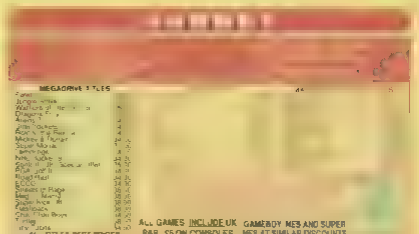

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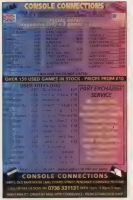
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PREVIEWS

GUNSTAR HEROES

development team made up of programmers from the Konami vaults looks like being [illegible] Megadrive [illegible] and they [illegible] release, Gunstar Heroes.

[illegible] 'em up for two players. The tale of two [illegible] the domain of a mad [illegible] now in the [illegible] split into [illegible] with a distinctive [illegible] graphic [illegible] ing you to scale a pair of [illegible] There's also lots of power-up weaponry. Each Gunstar selects a [illegible] type at the start [illegible] combine this with another type later on for all [illegible] of curious effects.

[illegible] screenshots [illegible] like [illegible] the game [illegible] very much in the [illegible] present [illegible] of Konami games [illegible] of the [illegible] [illegible] Megadrive [illegible] [illegible] be [illegible] up to the [illegible] will [illegible] in a net [illegible] future issue of MEAN MACHINES. We consider it no less than our duty.

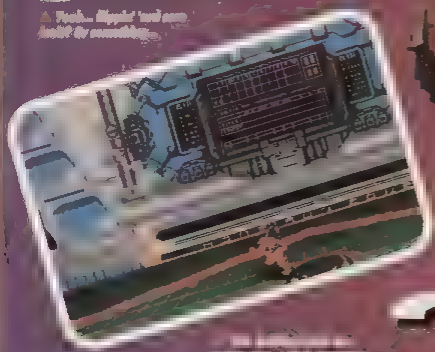
1-2
PLAYERS

We know there have been a veritable stack of Sega baseball games out of late but EA's Super Baseball 2020 for the Megadrive is a futuristic game with a difference where you can choose mean women or even robots to champion your team!

The 16-meg cart is a conversion of the Neo-Geo arcade hit and includes 12 teams in two leagues each with 10 unique players. Each team has its home hitters, speedy fielders and fast runners. There are cash prizes for good performances which are used to buy power-ups for the pitchers or batters. But watch your step because a bad show reduces the prize money!

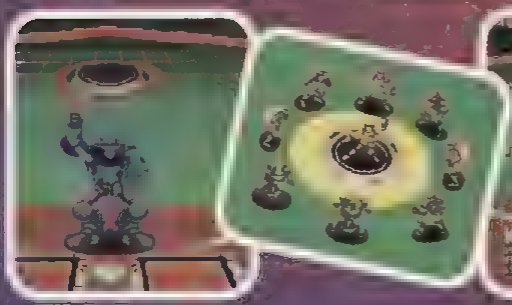
Areas of the infield and outfield are covered by a special armoured glass so that the fair zone becomes wider and after every new inning, land mines are planted in the outfield to add a bit of excitement to the fielding. There's one- or two-player action and a one-player versus two-player option, a password save and a surge of power after the seventh innings so sad losers have the chance to come from behind.

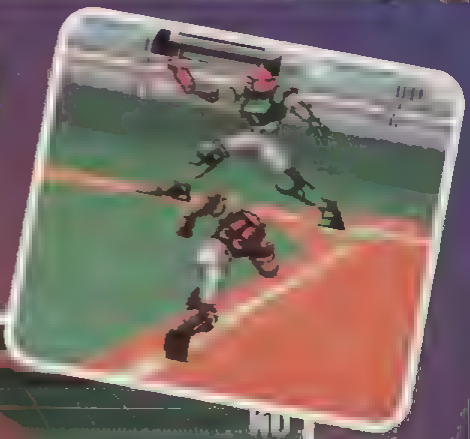
Why software company's keep releasing baseball games in this country when the majority of people couldn't be less interested in the sport we haven't a clue but Super Baseball 2020 is certainly a lot different from any baseball game we've seen before so perhaps there's hope yet. To find out if it's good or crud you'll have to wait until the full review in next month's issue of MEAN MACHINES SEGA!



Yeah... Blockin' ball sure hadn't the commodore...

SUPER BASEBALL 2020





1-2 PLAYERS

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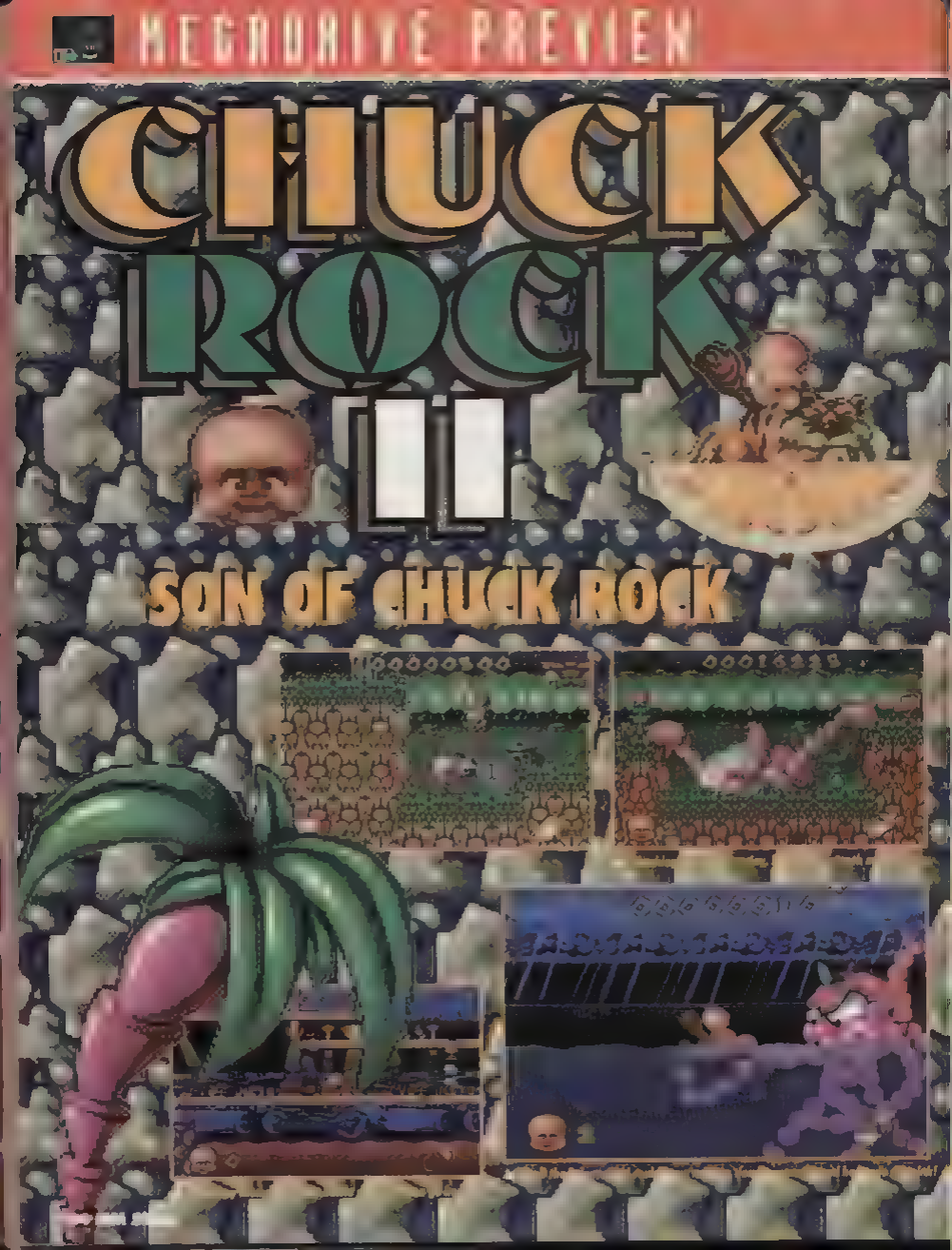
CHUCK ROCK II

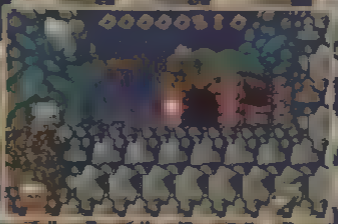
SON OF CHUCK ROCK

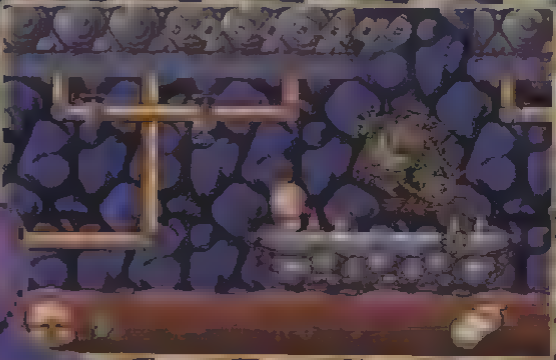


...nce defeating the foul and festering Gary Glitter in his last Megadrive adventure, Chuck of Chuck Rock fame has done all right carving himself a career for himself from the wold. He's currently sitting pretty financially not to...ly as head of one of the biggest car manufacturers in the country, he's got an adorable wife and kid at home who could ask for more?

But as we all know when life is looking rosy something inevitably goes horribly wrong. And sure enough, one day a brick comes flying through the Rocks' window inscribed with a ransom note threatening to waste Chuck unless his missus coughs up loads of wonga. Enter six-month old Chuck junior who armed only with some Farley's rusks and a big bad mutha of a club) prepares to rescue his dad from the clutches of his biggest business rival — Brick Jagger in Chuck Rock — Son of Chuck Rock.

This new Megadrive platform jaunt which is also coming out on all other Sega formats including CD features six different levels each split into different zones and including mind-bending sub games. The player bashes dinosaurs, monkeys, flame thrower wielding robots, killer flies and that's just before breakfast. There are puzzles to solve, blocks to boot about, monsters to...ed baby butts to collect. As you can see from the screenshots, the graphics are looking pretty corking with some gorgeous backdrops and humungous sprites. We'll tell you in on the gameplay in a full review next month.





HAUNTING

★starring POLTERGUY

When you're desperate for a bit of cash sometimes the only answer is to bump off a wealthy relative. But it's very rare to get away with such a heinous

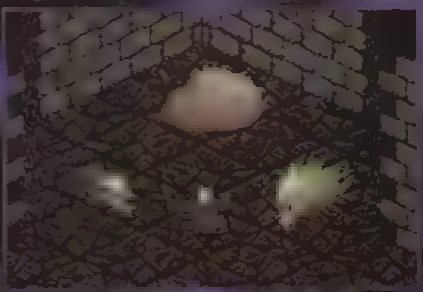
...ooky Sardini fam... ...y wasted their dear Uncle Guy in this new Megadrive game from SA... ...ial mansion and Mary, his ... and Warni have also ... — yup, Guy, who's ... ...demise, has come back from the grave to become 'Polterguy'. His mission: revenge!

As a fully-fledged phantom, the player gets to use his supernatural powers to possess over 400 fright-items to scare the wicked family out of their not-to-abundant wits and out of their homes. Watch Flo lose her wig when Guy hooks her out with a chainsaw and witness Vito lose his ... of finding a ... boot. There's also a Zombie-ize feature which takes over a family member and spooks the others out of the house.

Polterguy only has a ... supply of the vital ectoplasm that powers ... ...tionally return to the nether-world to replenish his supplies. However, Ectobeasts are out to spoil the spooky spectre's fun, so watch out.

Designed by the creators of Overball and Rampart, Haunting Starring Polterguy is packed into a 16-Meg cart and so far is looking fab but you'll have to wait for the next month's issue of MEAN MACHINES SEGA for a full run-down.

▲ Scary stuff, special effects and beyond!



▲ Lifted from ...

VERY HIGH

▲ Spooky graphics and ... ...g out the ...

▲ There's always one bad skeleton in the barrel.

1
PLAYER
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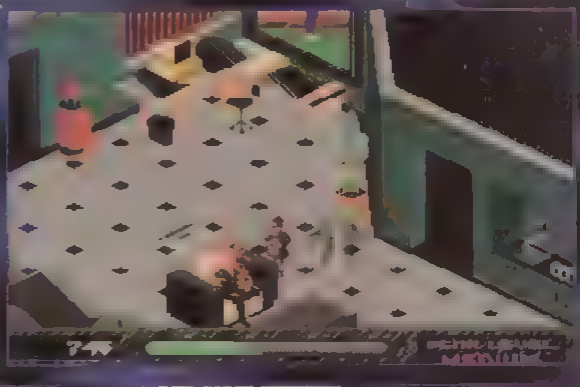

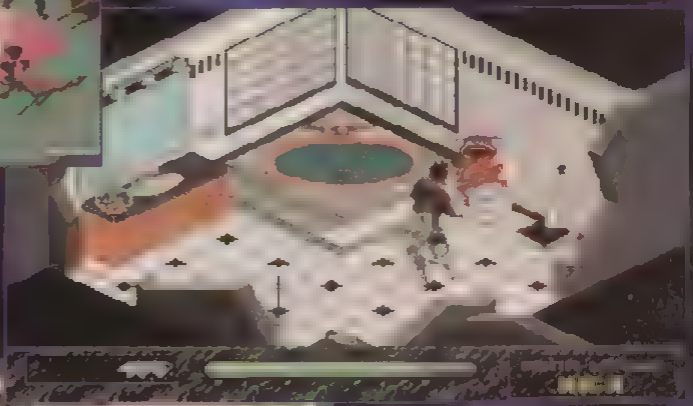

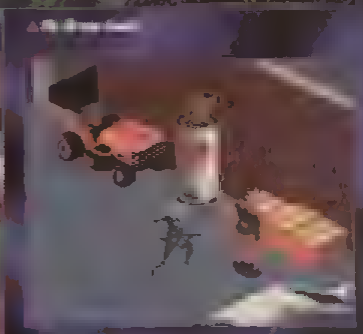

FANTASTIC DIZZY

There are loads of sadistic things you can do with eggs – beat 'em, scramble 'em, try 'em boil 'em, poach 'em, whisk 'em or even eat 'em raw. Unfortunately, you can do none of the above with Codemasters' cartoon avo but if you're dead lucky and desperate you could always play with him in Fantastic Dizzy.

The red booted egg's quest in this Megadrive cartoon adventure is to rescue his eggess (Daisy) from the evil Wizard Zaks' castle in the clouds and turn all his chums into cute and fluffy creatures again, back from the dreads that Zak has made them. The player roams around the massive kingdom solving puzzles, chatting to strangers and tangling with baddies (but never killing anything because that just wouldn't be cricket – old bean).

Well there's the basic gen, we'll bring you a full review of our eggy hero in the very next issue of MEAN MACHINES SEGA. In the mean time I reckon I deserve a medal for avoiding any egg puns in this entire preview – eggsellent. Doh.

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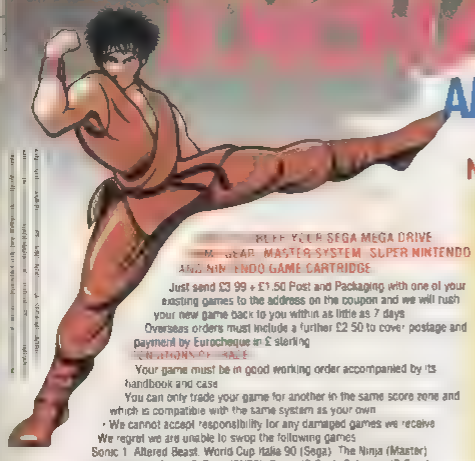

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MEGADRIVE (UK), 3 months old, still boxed, includes 1 joypad and 4 brilliant games, also includes Japanese convertor plus a Megadrive Cheat Book, worth at least £270, sell for £135. Tel: Abdul on 081 640 6049 for a definite bargain!

SNES PAL/SCART with 2 games, 3 joypads, 1 auto) super scope, games inc. Street Fighter II, Mario Kart, Mario 4, Contra III, Rival Turf, Exhaust Heat, all for £350. Tel: Nick on (0275) 24296, plus Jap/USA convertor

MEGADRIVE FOR SALE good condition, 7 games, JM '92, Sonic 2, Robocod, etc, 2 joypads, cheat book, only £225. Tel: Tim on (0703) 3152 0

LOADS OF ATARI ST games for sale including Monkey Island and SF II, SOR II and Sonic. (Megadrive, will swap. Tel: (0832) 735207

AMIGA FOR SALE, or will part exchange for Super NES games. 1Meg upgrade, joystick, mouse and over 70 games inc. Kick Off 2, Lemmings 2, PGA Tour Golf and many more, for offers and details contact Simon on 01525 861721

PSS 150 YAMAHA keyboard complete with box and instructions £40 or swap for Lemmings, SOR II or any good MD game. Write to L. Davies, 74 Devon Road, Frankley, Birmingham B45 0NP

SEGA MENACER for sale, nearly new, hardly used, extremely good condition, 6 game cart included, £35. Tel: 038 1728 after 6.30pm Quicky

JK MEGADRIVE with Sonic the Hedgehog, 1 joypad, 6 months old, great condition, £85 ono. Tel: (0239) 710356

SEGA GAME GEAR for sale with 4 great games, also Master Gear worth £270, sell for £100. Tel: Daniel on 0780 783651

MASTER SYSTEM plus 1 pad and 6 games, mint condition, £70 ono. Tel: Kevin on 081 347 8616, or leave message

GAMES FOR MEGADRIVE Smash TV, T2 Arcade, WWF Splatterhouse 2, Two-C Dudes, £27 each, brilliant condition. Tel: Gary on (0494 534232

BOXED AMIGA 300 1Meg upgrade, TV modulator, 1 joystick, 2 manuals, 10 games including Final Fight, Dragons Lair, Paperboy, Falcon and 1 brilliant art program, everything in mint condition, absolute bargain at £200. Tel: Chris on 081 578 3624

PC ENGINE with 8 games £100, also 4 player adaptor with 1 pad £30. Tel: Chas on 0825 762288

MEGADRIVE mint condition, all boxed, plus 2 joypads and Thunder Force II, Alasia Dragoon, Sonic, Tel: Barclay on (0425) 475073

GAMEBOY for sale, WWF 2, Tetris and GB Holster, excellent condition, £55 ono, also Megadrive games for sale, JM '92 £14, Bulls vs. Lakers, £23, Mercs £11, Toejam and Earl £12, WWF Wrestlemania, £22, Wrestle War £14. Tel: Kevin on (0269) 593950

SUPER MONACO 2 for Game Gear £17 with manual. Tel: Pav. on (0752) 338034 after 5pm

MEGADRIVE plus Streets of Rage 2, WWF and Sonic, brilliant condition, plus 2 pads, £100. Tel: (0727) 874150 (St Albans, Herts

AMIGA 500 + colour monitor, 35 games, x-copy, blanks, joystick, mouse leads, £280 ono. Atari 520 ST-FM, dris drive, mouse, games, pro copy, £150 ono. Atari 2nd drive £40 ono. Atari SM 124 monitor £50 ono. Star LC24 10 printer £100 ono. Epsom LX 400 printer £75 ono. Bargc Tel: (0322) 223766, buyer must collect

MEGADRIVE with Super Kick Off and Streets of Rage 2 and Jap convertor plus loads of Sega mags, books, videos, all this for only £120 (must collect). Tel: 0484 538694 ask for Glyn (Huddersfield). PS: Will swap for Super Nintendo

SNES FOR SALE with 14 games, also included is an S Scope and AR games, includes S Fighter 2, Ranma 1, SM Kart, Contra 4, Zelda 3, P Wings, S Tennis and Turtles 4, everything is boxed, sell for £450, first come, first served. Tel: Edward on (03552 22884 after 5.30pm

UK MEGADRIVE boxed as new with 2 control pads including 7 games, John Madden '93, Thunderforce 4, Speedball 2, Team USA Basketball and more, all in excellent condition, sell for £200. Tel: David on (0686) 412778, after 6pm

ATARI LYNX 2 plus 2 games, ac adaptor and carry bag £70. Tel: Ben on (0245) 400112 after 6pm

UK MEGADRIVE, 4 games, EA Hockey, Road Rash, Roko Sonic, 1 Action Replay Pro, 2 joypads, 1 proped, Master System convertor, all boxed and 35 mags, posters, cover gifts worth over £360, will sell for £200, a bargain. Tel: (0483) 770840, after 5pm

FOR SALE OR SWAP WWF Super Wrestlemania, for Megadrive for your Alien 3, Moonwalker, Budokan or Road Rash II, possibly consider other games, or sell for £30. Contact Sam on: 0246 722305, weekdays after 5pm or weekends, anytime

UK MEGA-CD for sale with Sega Arcade Collection, Cobra Commando, Sol Feace and Road Avenger, sell for £225 ono, also swap Megadrive (UK) with star control, Sonic 2, Ecco, Lemmings, 3 controllers for SNES with 2 games, is Mario World, Pitchwings. Tel: (0303) 893153

LOBSTERS! Quality Megadrive games like Chakan, Aquatic Games, Krusty's, Pitfighter, Toejam & Earl, Arcus Odyssey, James Pond 1, Shadow Dancer, Ecco and more for £15-£20. Tel: Mike on (0788) 891 440, all in good condition

BARGAIN Japanese Sega Megadrive with Eswat and Golden Axe, 2 boxed and brand new, quick sale at £90. Tel: Dave on 061 339 9770

FOR SALE, Super Kick Off (MD) brand new worth £45, sell for £30. Tel: 0992 444655

MEGADRIVE boxed, 2 joypads, 8 games, Sonic 2, EA Hockey 2, Streets of Rage 2, Desert Strike, Thunderforce 4, Tazmania, etc, plus 48 mags, £220 ono. Tel: 071 585 4130

GAMEBOY games for sale, £12 each, Super Kick Off, Marioland, Chopliter II, Battle Toads, GoGo Tank, Terminator II, Double Dragon II, Blades of Steel and Side Pocket, all as new. Tel: Tom on (0733) 557546

NES FOR SALE with 3 games including Mario 3 and zapper gun as new £85, also SNES Zelda III for sale £20. Tel: Tom on (0733) 557546, before 9pm

PC ENGINE Core Grafx for sale with 4 games, including PC Kid II, all as new £110. Tel: Tom on (0733) 557546, also old Mean Machines for sale issues 2, 6 and 9-24 £1.80 each or as new

ATARI LYNX 1 for sale with large carry case, adaptor and 6 games including APB, Ninja Warriors and Golf, everything boxed as new £155. Tel: Tom on (0733) 557546

NES 6 games, 4 score, 2 joypads, joystick, magazines, cleaning kit for £185 ono. Tel: (0760) 338790, after 6pm and ask for Colin Andrew, or swap for SNES and 1 or 2 games, 2 controllers any game(s) pref. Street Fighter 2

SEGA GAME GEAR Sonic, Out Run Europe, Super Monaco GP II games £25 the lot. Tel: 061 902 1526 daytime only and ask for Pete

AMIGA 500 plus Cartoon Classic Pack for sale (1 5Mb) still wrapped up and boxed (never used), unwanted present, over £400 of software, mouse, joystick, shop price over £500, sell for £200-£250, great bargain. Tel: Guy on 071 733 1323

MEGADRIVE joypad, ac adaptor, RF switch, Sonic 1&2, Road Rash, Golden Axe, Shinobi 2, Quackshot, NHL 93, good condition, £210. Tel: Simon on 08 993 1650

JAP MEGADRIVE for sale with 2 top joypads/sticks, also 8 games inc. Sonic 1&2, Shinobi and Streets of Rage 1, all for £250 ono. Tel: Joe on (0938) 810205, after 4pm. No post delivery, preferably someone in Wales

TEDDY BOY Quartet, no instructions, and mains adaptor for Game Gear all for £10. Wonderboy in Monsterland £15, Indiana Jones £10, Sonic 2 for Game Gear £15. Tel: Tony Tsang on 041 634 9287 between 9.30-11.30pm Monday & Wednesday evenings only

GAME GEAR psu, Master Gear, Sonic, Sonic 2, Columns, Devilish, Prince of Persia, Chuck Rock, Super Space Invaders, Alien 3, Terminator, worth over £300 all boxed with instructions, bargain at £170. Tel: Cambridge (0223) 880706 after 7pm

SNES WITH SF II for sale, only £95 ono, also Megadrive with 3 games, only £95 ono. Tel: (0392) 438513, ask for Helen

AMSTRAD CPC 6128, nearly 50 games, 2 joysticks, TV and radio tuner and monitor, sell for £175. Tel: (0494) 672426

MEGADRIVE with 2 control pads, plus 5 games, only 5 months old, £130 ono. Tel: 081 476 1424

MEGADRIVE for sale with 8 games, £200 all 88% and above. World of Illusion, Mickey & Donald, Super Off Road, Lemmings, Sonic, Populous, Wonderboy in Monster World, F-22 Interceptor, EA Hockey, 2 joypads, carry case, good condition. Tel: (0702) 467438

MEGADRIVE GAMES for sale all JK games, include SOR II, Krusty's Funhouse and World of Illusion, will sell for between £10-£30, depending on game. Call Richard on (0222) 371515 for details. All games boxed and in excellent condition

MEGADRIVE for sale, boxed with 6 games including Sonic 2, Desert Strike, Lemmings and others with 2 joypads worth £350, sell for £225 ono. Tel: 021 773 0832

GAME GEAR, mains adaptor, carry case and 6 games including Sonic, Sonic 2, Global Gladiators, Olympic Gold, Shinobi and Columns, worth over £240, sell for £140, all boxed with instructions. If interested contact Lewis or Stevenage (0438) 359135

MEGADRIVE and 6 games, all boxed and instructions, Euro Club Soccer etc, carrying case, 2 control pads. Tel: Louise on (0277) 208004

MART

AMERICAN SUPER NES. Scart only. 8 games, including Starfox, Street Fighter 2 games, Nintendo mouse pads sell for £350 no cheques. Tel. [illegible] after 6pm.

PC ENGINE with 5 great games, including Gradius, Salamander, Outrun, Space Harrier, Power Drift, Chase HQ and New Zealand Story, fully boxed and in excellent condition, only £80 or can swap for an Atari ST with games. Tel. [illegible]

LOOK I AM SELLING my Commodore 64 complete with keyboard, database, joystick and over 30 games, worth over £170, sell for £65 no offers. Commodore 64 Tel. [illegible] 5234 or write to Terry Cooper, Beechdene, Wellington Drive, Avern, Castle Cavior SE 5 2RH.

MEGADRIVE 2 pads and 8 games, include World Cup Soccer, Euro Soccer, Sonic, Desert Strike, Mega-lo-Mania, Street of Rage. Tel. [illegible] 9245

BEST BUY PC Engine hand held with 5 games, including PC Kid, mains adaptor, boxed, excellent condition, worth £300, will sell for £180 ono. Tel. [illegible] after 5pm.

FIGHTER FOR SALE gift from holiday £200. Wake to Sonic, Chan, 55 Dickson Street, Widnes, Cheshire WA8 6NX or phone 051 424 5174.

HEY!! Official Megadrive for sale, complete with stereo jack and 6 games including Speedball 2, Mortal, Streets of Rage 2, Aero 2, Mega-lo-Mania and PGA Tour Golf both Megadrive and games are fully insured, boxed and in mint condition, accepting sensible offers around £260. Tel. Dan or Robb [illegible] 3706.

PORSCHES!! Is wedding Hobcraft on Sunday? 128 also wanted Game Gear with pay-date £100. Tel. [illegible] 0494 535 994 weekdays after 4pm.

MEGADRIVE for sale with Sonic, Gunstar Heroes and Monaco worth £[illegible], accept £[illegible] Tel. 061-[illegible] 7866 permanent condition, take a look!

GAMEBOY for sale with 5 games, Mainframe, Home Alone 2 etc. with carry case worth £[illegible], accept £75. Tel. 051-[illegible] 1600 excellent condition.

FOR SALE Gameboy with Super Kick Off, Dragon's Lair, Super Mario Land 2, Blades of Steel, WWF 2 and Tetris, mostly boxed, worth £190 sell for £110. Tel (0634) 666055, after 5pm.

MEGADRIVE plays all carts, pad, powerstick, carry case, 9 games, inc. PGA Tour Golf, EA Hockey, Takeru vs Celtics, Road Rash, sale of single games or whole package £335 ovr, all games boxed with instructions. Tel. 3372 726840, after 6.30pm

AMSTRAD CRC 6128 colour monitor, over £350 games eg Robocop, Shadow Warriors, worth over £[illegible], sell for £[illegible] ono. Tel. [illegible]

MEGADRIVE 4 games, all FA eg Desert Strike, Madden '92 eg, worth over £[illegible], sell for £[illegible] ono. Tel. [illegible] 876 n 95

MEGADRIVE for sale. Jap. 6 amazing games, Sonic 2, Madden 3, MM A [illegible], World of Illusion, Streets of Rage, Wrestle Wars, and Quackshot, 1 mega joypad and 1 mega joypad with autofire, all for £250 ono. Tel. Richard on [illegible] after 6pm.

MEGADRIVE GAMES for sale all boxed with instructions, Streets of Rage, Streets of Rage II, Desert Strike, EA Hockey, PGA Tour Golf, Road Rash 2, and Sonic 2, all games under £25 if bought together, or will swap for Nintendo, call games also welcome. Contact Brian on [illegible].

ATARI LYNX for sale complete with 4 games and carry case £80 ono, boxed as Ryan on [illegible].

LOOK!! Megadrive games for sale inc. Revenge of Shinobi and Super Monaco GP both £[illegible] also Master System games inc. Wonderboy and Super Tennis, prices vary from £6 - £[illegible] please call 061-[illegible] 0536 after 5pm everyday.

FOR SALE Megadrive games, European Club Soccer, World of Illusion, Castle of Illusion, Eswat, WWF, Pick Tray, £20 each, all boxed with instructions. Tel. 0442 872077

SEGA MEGADRIVE 6 top 10 games 2 joypads only 4 months old £ 80 ono. Interested call David on 0222 [illegible]

AMIGA 500 1Meg upgrade, good condition, over £300 of games, joystick, mouse and mat, lots of mags, lives will sell for £240 ono or will swap for Super Nintendo and games. Tel. 0908 [illegible] after 6pm and ask for Matthew.

MEGADRIVE 7 year old, 8 games including Sonic 2 & Striker 2 pads, turbo headphones, boxed with instructions all for £285, also Nintendo Super Scope to sell for £90 with battleies. Tel. Simon on [illegible] Quick.

ATARI 520 STE 1Meg upgrade exc. disk drive 4 joysticks, mouse, dip, business and games software plus accessories. Tel. 021-357 4262

ATTENTION!! I would like to sell Flashback for Megadrive £33, John Madden '92 £22 also for Gameboy Mariokand 2 £21 and Terminator 2 £17. If interested call 0 [illegible] 516 Mon-Fri, only between 5-8pm

MEGADRIVE for sale, 19 top games, like Sonic 2, Ecco, Streets of Rage 2, John Madden '92, 2 turbo pads, scart and 17 mags, worth well over £600, sell for around £400. Tel. Phil on (0297) 60347

SWAPS

I WILL SWAP Mickey Mouse on the Gameboy for any Megadrive or Gameboy games. Contact Victoria on (0507) 527244

MEGADRIVE GAMES for swap, Road Rash 2, PGA Tour 9, Madden '93, Golden Axe, Altered Beast, Sonic 1, interested phone 0425 624998 and ask for Sam.

SWAP [illegible] Sonic and Shadow of the Beast for Fatal Fury, Road Rash, Micro Machines, Desert Strike, Power Monger, must be boxed with instruction any other good games considered. Tel. 0624 [illegible] between 5 - 8pm

I WILL SWAP you, Megadrive with 12 games, or my Master System with 7 games, Tel. 0430 [illegible] ask for Ross

SWAP Streets of Rage II for Sunset Riders or Wrestlemania for 2 Code Dudes. Tel. 0279 [illegible] ask for Gareth

MEGADRIVE GAMES swap 10 games, quality only games considered. Tel. [illegible] 7888 ask for Nikolai, 3 games also welcome

SWAP my Amiga 500 with joystick, mouse, many games for Megadrive or will sell for £225. Tel. Paresh on 08 [illegible] 8583

SEGA GAME GEAR Sonic, Outrun Europa, Super Monaco GP, games swap for shooting games, except Galaxy Force, Wars. Tel. 061-902 1526, ask for Pete.

I WILL SWAP Megadrive for SNES. I have 8 decent games eg Sonic, Al Streets of Rage 1&2, Road Rash II, Tazmania etc. SNES must have 5-6 games, preferably SF II, Mario Kart, Top Gear, offers. Tel. Phil on 0244 [illegible] after 6pm.

MEGARIVE GAMES for swap Dragons Fury, Cyberball, Megadermal, Captain America, wanted Sonic 2, Super GP, Road Rash 2, Lotus Turbo Challenge, Lemmings, also others considered all above English titles. Tel. Ryan on 0483 417996, evenings, Surrey area.

SWAP boxed Super NES with Mariowords plus boxed Propad with Action Replay adaptor and extra 8 games, includes Mario Kart, SF2, Pilotwing, Jordan vs Bird, Swap Nes Geo with 1 game. Tel. Ricky on 071 925 0140 or home 081-368 7486.

SWAP my Megadrive in perfect condition, boxed with 5 great games including Hockey and Streets of Rage 2 for SNES with 2 games or I will sell for £175. Tel. Tom on 07 624 7166, after 6pm, weekdays.

SUPER NINTENDO with 12 games, 3 joypads, convertor and magazines for Mega-CD with 10 games or Neo-Geo with 4/5 all in excellent condition, games include Starfox and Top Gear, contact Ivan on [illegible] Avon area)

SWAP Chuck Rock MD for Super Kick-Off or WWF Wrestlemania. Tel. 0642 821132, Middlesbrough.

AFRICAN CAMMAL I will swap my MS with 12 games, phaser, 4 sega and pad, or your MD with 3 games, 80%, or for your SNES with 2 games (80%+, Tel. Henry on (0279) 812811 with details. MS is boxed!

HI THERE! MS owners, how about Sonic 1 for either Golf, Simpsons or Out Run, that call I laugh on 0244 [illegible] after 5pm.

SWAP my Megadrive, Mega CD and Master System convertor with 9 CD games, 4 Megadrive games, 2 Master System games and 2 controllers for a Neo Geo with 3-5 games and 2 joysticks, good condition, person must collect. Tel. 0533 867444

WANTED

WANTED Mega CD with 5 eg Fight and Night Trap, willing to pay between £450-£[illegible]. Phone [illegible] after 5pm

SEGA MEGADRIVE games all types and of low please send lists to, My Jones, 181 HS Haarlemmerweg, 135 LB Amsterdam, Netherlands. Tel. 020 684 8425, after 5pm please state postage and packing price as well.

WANTED Megadrive games, Gameboy, SNES games, bought for cash. Tel. 0745 334965, after 6pm, please.

CD!! Have you got any unwanted Mavic or DC comics, new or old and in good condition? Well, contact Tristram on 0 [illegible] 772229, or write to 5, The Green, Woosehall, Wokingham, Berkshire, Rg [illegible] 4PG, prices to be considered.

NEO GEO wishes with game and 2 controllers will pay £[illegible] depending on game. Tel. 0939 [illegible] 130

HELP I am looking for Space Invaders 91, import for the Megadrive, if you have a copy in good condition and with the booklet I'll pay between £25 - £30 for it, if you've got it please call me on [illegible] 68 899771, after 6pm

I WOULD like any cheap MS games, contact Rob on 0227 [illegible] after 5pm, any weekday not weekends

PEN PALS

I'M LOOKING for a pen friend aged 11-12 with a Megadrive. Write to Tom, 4 Addington Close, Woodford, Northants, NN14 4ES

Hi! I am a 12-year-old boy looking for girl pen friend. Please send a recent photo to B. Preston, 52 Medway, Belgrave, Tamworth, Staffs, B77 2JN. My interests are most sports, music, computers and animals.

GAME-LINK! The Pen Pal Club for gamers! Over 300 members. Free swap service, tips & cheats, help & more, plus, Join now and enter our free comp, to win loadsa prizes. For details send sae to S. White, 28 Chichfield Ware, Herts, Sg12 0ED

MISCELLANEOUS

SUPER PRO FIGHTERS for sale, £23[illegible] few time saver cards only £30, dual MGH [illegible], Write to Simon Chan, 55 Dickson street, Widnes, Cheshire WA8 6NX or phone 051 424 0516.

£2000 jobs, quick money making ideas you. Send a sae to G. [illegible], 139 Conway Avenue, Great Wakering, Essex, SS3 [illegible]

DO YOU NEED help with Mickey Mouse, Wonderboy, Transbot, Donald Duck, Rastan, My Hero, Bonanza Bros, or Space Harrier on the Master System? Then send an sae to P. Killen, 26 Seaview Terrace, Edinburgh, Scotland EH15 2HQ, don't forget there.

NEVER MIND the cash!

Jimmy has cracks of Tips, Pen Pals, Reviews, Swaps, Free! SAE to A.H. Cammal, Avenue, Spoke, Liverpool 24 3KG

SUPER PRO FIGHTER SNES, £285, Wild Card 2, 2 SNES, £285, both machines come with guarantee, power supply and 25 games over £1000, find out more. Tel. 08 [illegible] 7962, sonic MF games also for sale. "Stop Press" FM Towns and 3DO information available.

MESSAGES

OVER 210 TIPS for Megadrive, Master System and Game Gear, also Action Replay and Game Genie codes, 50p per 3 tips. Send sae to 7 Holstones, High Heworth, Lane, Felling, Gateshead, Tyne and Wear, NE10 0XD. No cheats. Money back.

IMPORTANT. Read this. We have hints, tips, Game Genie and Action Replay codes available, we will immediately send help needed. Megadrive only. Send 30p post order, sae and the problems you have with up to 5 games to. W. Llewellyn, 43 Coed-y-Gores, Llanedeyrn, Cardiff, CF3 7NF. Write now!

PLEASE REMEMBER THAT RE[illegible]
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NEXT MONTH

A phone slams violently in the Mean Machines office. We all turn to Rich. His eyes glare straight ahead, reflections of a fiery determination.

"What is it Rich?" we ask in tentative unison. He turns slowly, a grin beginning to absorb his features.

"We've got to make it better," he says. We stare back at him frowningly.

"Make what better boss?"

"The mag, it's good but it's not good enough!"

Gasps and mutters rise slowly to the air.

"But boss, what more can we do? We already have more reviews, previews, tips, news, competitions and reader interaction than any other mag on the market. Our rivals are nowhere, we've left them for dust! How do you expect -"

"-I EXPECT NOTHING BUT THE BEST!" comes Rich's booming reply as he slams his fist on his Macintosh, "AND WHEN YOU GET THERE I EXPECT BETTER!"

Silence falls like a shroud over the faces of all of us. Rich closes his fists, his knuckles growing whiter.

"You know what my motto is?" he says, "There is no such thing as the end. When you reach the top of the mountain learn how to fly!... Now I know you all push yourselves to limits that most can only dream of, but why stop there? Our readers expect the best, but you've gotta give 'em more than that. The October issue of MEAN MACHINES is gonna be the biggest and best yet! I don't want our rivals left for dust, I want them reduced to dust itself! Dead! Out of the picture! HAVE YOU GOT THAT?!!"

Again a silence falls. We look to each other... And slowly we start to recognise the smiles on each others faces, the same look of fiery determination in each others eyes.

"YOU BET BOSS! YOU BET!" we all cry, whooping and screaming, and offering each other high fives and aggressive handshakes as we return to our seats.

Check out the October issue of MEAN MACHINES SEGA to reap the fruits of this typical office pep-talk, and don't forget: lunch is for wimps!

Next month's issue is going to be even better than this one. How can this be possible? Well buy the thing and found out! Doh!!

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